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08:57, 06 October 23 News: Printed Amstrad Addict magazine announced, check it out here!

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R-Type - Amstrad 128k version - the fullest upload

Started by ZEUSDAZ, 22:33, 20 October 16
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ZEUSDAZ

CPC6128
Posts: 171

Logged

22:33, 20 October 16

Hi Ammy world
I had an urgent request from a Youtuber "ICE8629" asking me to produce a full longplay of the very nice Easter Egg version of R-Type and to include if possible the secret level (level 0 - which is accessed through the mouth of the Mother ship on level 3) because no upload seems to show it,...so who was I to say no ;-)
In this upload is the full intro, full soundtrack without sound FX, staff credit screen and the secret level (all starting times are shown on the original video located on my channel).
I have used the invincy cheat which can be selected on the title screen after a secret code is entered,...just don't have the time to practice it enough to play without cheats what with all the stuff I'm doing with the channel but everything is included making it the fullest Youtube longplay,...and yes I know,...I made a hash of of the Mother ship on level 3 but didn't have time to redo it showing clearly I'm using the inviny cheat ;-)
Enjoy this very nice remake on the 6128

7 people like this.

reidrac
Supporter

6128 Plus
Posts: 1,156
Trying to gamedev!

Logged

10:43, 21 October 16 #1

I don't have a 128K and I can't enjoy the game other than in an emulator, and I didn't know really how much I could trust the result.

Thanks for the video!

Released The Return of Traxtor, Golden Tail, Magica, The Dawn of Kernel, Kitsune`s Curse, Brick Rick and Hyperdrive for the CPC.

If you like my games and want to show some appreciation, you can always buy me a coffee.

Neil79

6128 Plus
Posts: 887

Location: Kent
Logged

12:08, 21 October 16 #2

Even though I enjoyed playing the game, I found to be laggy and slow at times, it's a shame the performance couldn't be improved

The latest in Indie & Retro News!!! IndieRetroNews - Indie Retro News on twitter

reidrac
Supporter

6128 Plus

12:48, 21 October 16 #3

> *Quote from: Neil79 on 12:08, 21 October 16*
>
> Even though I enjoyed playing the game, I found to be laggy and slow at times, it's a shame the performance couldn't be improved

Yes, I though it was the emulator perhaps not doing a great job in my

Posts: 1,156
Trying to gamedev!

Logged

system (I use windows emulators in Linux and very often my own games play better on the real hw).

It is still a good effort and the best conversion if you want to play R-Type on a CPC.

Released The Return of Traxtor, Golden Tail, Magica, The Dawn of Kernel, Kitsune`s Curse, Brick Rick and Hyperdrive for the CPC.

If you like my games and want to show some appreciation, you can always buy me a coffee.

Puresox

14:13, 21 October 16 *Last Edit: 14:17, 21 October 16 by Puresox* #4

6128 Plus
Posts: 1,299
Logged

> *Quote from: Neil79 on 12:08, 21 October 16*
>
> Even though I enjoyed playing the game, I found to be laggy and slow at times, it's a shame the performance couldn't be improved

Laggy ? Never noticed that, what parts ? I find it hard to believe what people think the machine is capable of .

Neil79

14:41, 21 October 16 #5

6128 Plus
Posts: 887

Location: Kent
Logged

> *Quote from: Puresox on 14:13, 21 October 16*
>
> Laggy ? Never noticed that, what parts ? I find it hard to believe what people think the machine is capable of .

I noticed it straight away compared to when enemies are on screen, compared to when they are not. The same slow down feeling is also apparent in games such as Rick Dangerous . Not sure why when ever I mention this it gets some people upset

- Amstrad CPC 6128 HW -

The latest in Indie & Retro News!!! IndieRetroNews - Indie Retro News on twitter

Puresox

15:26, 21 October 16 *Last Edit: 16:51, 21 October 16 by Puresox* #6

6128 Plus
Posts: 1,299
Logged

Never notice in Rick dangerous ,I just find it hard to believe that you think that you are going to get anything , other than a simple game without scrolling or sprites ,to move or work like a scrolling C64 game and a spectrum come to that . Its common knowledge that the CPC is hampered by the Screen memory crap.
At best a CPC game is gonna look sweet , play a reasonable game. It's never gonna be a speed merchant on scrolling games.
What games do you reckon Rtype is inferior too?Out of interest?

I think there is plenty of reason to rip into some of the efforts we have had , but I think R type is going to be as fine as your gonna get on the cpc , Scrolling, Music, Sharp Graphics. Plus the fact wasn't RType using partial code of the original Rtype version?

I got it in the Neck for laying into Double Dragon 3 , That I feel is justified for calling out .

Neil79

6128 Plus
Posts: 887

Location: Kent
Logged

16:51, 21 October 16 #7

Seriously mate don't get so upset just because someone thinks it's a little laggy or slow, especially when the overall feedback was still positive " enjoyed playing the game ". That's all i'll say on the matter

The latest in Indie & Retro News!!! IndieRetroNews - Indie Retro News on twitter

Puresox

6128 Plus
Posts: 1,299
Logged

16:58, 21 October 16 #8

> *Quote from: Neil79 on 16:51, 21 October 16*
>
> Seriously mate don't get so upset just because someone thinks it's a little laggy or slow, especially when the overall feedback was still positive " enjoyed playing the game ". That's all i'll say on the matter

I don't think you can define me being upset , I just don't see the justification for laying into Easter Eggs production ? You should Know by now that I will rabbit on about anything ,and I will stand up for a piece of work or rip into a piece of work . I just don't consider your point fair ?

It's like asking a ZX81 to produce colour ,it's not built for it.
Or a BMX to do the tour de france lol

Puresox

6128 Plus
Posts: 1,299

17:21, 21 October 16 #9

I get it in the neck from both sides of the perspective tbh '. I would say that at least suggests that I am not being biased . Just being balanced about the machine , passionate interest would define it. I respect most of the machines but recognise there deficiencies and you have to rule them out .
MSX is shit hot machine in the right hands despite the shocking scrolling. just accept its limitations

Logged

Spectrum. Really fast playability , but poor colour pallete and colour clash
C64, pretty much all round arcade beast , let down sometimes by wishy washy colours , and 3d games too slow
BBC , early 80's brilliant arcade ports and great 8-bit games ,
Electron, Sorry can't say a good word about this one
Dragon , Quirky

ivarf

6128 Plus
Posts: 573

Logged

21:49, 21 October 16 *Last Edit: 22:02, 21 October 16 by ivarf* #10

This version scored only 97% in Retro Gamer. Just imagine how good it could have been if it was written for the CPC from the start. This is still a port from the Spectrum version although a very good one. In my opinion we wouldn't have that character scroll if it had been written from scratch today by someone as capable as Fano and his crew

2 people like this.

TotO

T

6128 Plus
Posts: 5,000

Logged

21:55, 21 October 16 *Last Edit: 22:10, 21 October 16 by TotO* #11

In fact, we never wanted to write a new R-Type game from scratch but to do a better "speccy port".
And yes, the ingame engine had been not the same if it was wished to be a "new game".
By the way we are proud about the result and the feedbacks was greats.

3 people like this.

"You make one mistake in your life and the internet will never let you live it down" *(Keith Goodyer)*

andycadley
Supporter

A

6128 Plus
Posts: 1,386
Logged

23:29, 21 October 16 #12

Anyone who can do better is more than welcome to to try.

I think it is too easy to forget that the character scrolling is part of the reason it is capable of a consistent speed, even with things like the level three space ship. It's an 8-bit machine copying a pretty hard core arcade game, it isn't ever going to be perfect.

2 people like this.

ZEUSDAZ

CPC6128

02:27, 22 October 16 #13

> *Quote from: TotO on 21:55, 21 October 16*
>
> In fact, we never wanted to write a new R-Type game from scratch but to do a better "speccy port".
> And yes, the ingame engine had been not the same if it was wished to be a "new game".

Posts: 171

Logged

> By the way we are proud about the result and the feedbacks was greats.

I'm not the greatest fan of Amstrad and It's games but for someone that's been playing retro games on many systems for over 30yrs I can honestly say this is a very good update and I enjoyed playing it all the way through, it certainly would have been highly praised if this was released back in the day instead of the poor port of the brilliant speccy version.
I personally think if any Ammy fan moans about this update then they need to think again as this 128k version may never have happened meaning they would have to always settle for the dull original version,...so stop moaning boys and be grateful this version even saw the light of day,...yes It's a little on the slow jerky side but c'mon,...those issues have plagued Amstrad games for years, It's just part of the deal.

Anyway, well done Easter Egg for even trying, I will be contacting you through PM shortly for promotional reasons.

1 person likes this.

ZEUSDAZ

02:38, 22 October 16 #14

CPC6128
Posts: 171

Logged

> *Quote from: Puresox on 15:26, 21 October 16*
>
> I got it in the Neck for laying into Double Dragon 3 , That I feel is justified for calling out .

Cor, don't feel bad calling DD3 out, that was totally SHITE!,...scored very highly on my Shit-O-Meter on the SGT section of my channel,...total unplayable garbage,...the scrolling jerked more than a guy with a serious masterbation addiction problem

Puresox

04:12, 22 October 16 #15

6128 Plus
Posts: 1,299
Logged

> *Quote from: ZEUSDAZ on 02:27, 22 October 16 [Expand]*
>
> I'm not the greatest fan of Amstrad and It's games but for someone that's been playing retro games on many systems for over 30yrs I can honestly say this is a very good update and I enjoyed playing it all the way through, it certainly would have been highly praised if this was released back in the day instead of the poor port of the

As an Amstrad owner as a kid , I can honestly say that I am definitely pleased I got the CPC instead of a Speccy , much as I respect the machine and how well it was mastered ,the richness of the display, the ease of use (tape player etc) make us brought up on CPC pretty happy . Just as I expect the mammoth bunch of Speccy owners were happy with there offering despite it's shortcomings. I think it's a class thing . The C64 was a great games machine though and in it's unsophisticated world of hedonism it was king no doubt . CPC was the all round king

fano
Supporter

6128 Plus
Posts: 901
Easter Egg Programmer

Location: Troyes, France
Logged

04:15, 22 October 16 #16

> *Quote from: Neil79 on 12:08, 21 October 16*
>
> Even though I enjoyed playing the game, I found to be laggy and slow at times, it's a shame the performance couldn't be improved

I'd be happy if you find a way to improve speed, the source code is avaible so please show me where it could be improved dramaticaly.
I may have idea, like remove this shitty pixel scroll for char one like MSX version, remove some enemies, remove destructible layer on level 4, giant batteship on level 3, maybe the background animations on some levels, and so reduce some bosses size.

Seriously and to be honnest, on some levels i've been surprised it runs so fine compared from what i expected for the poor Z80.
Like we do with R-Type CPC version, deal with it or redo it better.

5 people like this.

"NOP" is the perfect program : short , fast and (known) bug free

Follow Easter Egg products on Facebook !

Nich
Supporter

6128 Plus
Posts: 910
CPC Game Reviews webmaster

Logged

16:48, 23 October 16 #17

> *Quote from: ivarf on 21:49, 21 October 16*
>
> This version scored only 97% in Retro Gamer.

Actually, it only scored 82%, in issue 101 - much too low in my opinion.

TotO

6128 Plus
Posts: 5,000

Logged

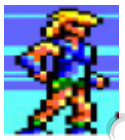
17:10, 23 October 16 #18

> *Quote from: Nich on 16:48, 23 October 16*
>
> Actually, it only scored 82%, in issue 101 - much too low in my opinion.

Because a bug occured during the review. Just stupid as a random bug not change a game...
It was hard to find but fixed and the score updated to 97% on the issue 102.

"You make one mistake in your life and the internet will never let you live it down" *(Keith Goodyer)*

Xyphoe 20:44, 23 October 16 #19



6128 Plus
Posts: 953

Logged

> *Quote from: ZEUSDAZ on 22:33, 20 October 16*
>
> I had an urgent request from a Youtuber "ICE8629" asking me to produce a full longplay of the very nice Easter Egg version of R-Type and to include if possible the secret level (level 0 - which is accessed through the mouth of the Mother ship on level 3) because no upload seems to show it,...so who was I to say no ;-)

Yea I saw that fairly rude comment by ICE8629 on my video
He could have just asked me and I would have done it. I either wasn't aware of it at the time (TotO didn't say anything) or the version I'm playing didn't include it because it was sent early to me. I can't remember now, it seems such a long time ago.

Anyway, nice video - well done.

GX4000.CO.UK - The site for the Amstrad GX4000 console! Welcome...

TotO 21:25, 23 October 16 #20

6128 Plus
Posts: 5,000

Logged

I think that everyone can understand why secrets stages was not part of the original game but are hidden bonus.
Xyphoe done a great longplay (w/o crash) with the first release. Some things was updated 1 month later into a second release:
- Fixed a random bug that may crash the game at Stage 4
- Updated the Stage 2 tile set and boss
- Updated the Stage 5 sprites
- Added the "DOT EAT" bonus (except stage 1)
- Added the MASTER MODE (second run with gold logo)

"You make one mistake in your life and the internet will never let you live it down" *(Keith Goodyer)*

ivarf 21:51, 23 October 16 *Last Edit: 21:55, 23 October 16 by ivarf* #21

6128 Plus
Posts: 573

Logged

> *Quote from: Nich on 16:48, 23 October 16*
>
> Actually, it only scored 82%, in issue 101 - much too low in my opinion.

True, but it was reviewed again after an update.

.... Edit - just noticed that this already has been answered. I would have sworn that it didn't happen the next issue...

ZEUSDAZ 07:50, 24 October 16 #22

CPC6128
Posts: 171

Logged

> *Quote from: Xyphoe on 20:44, 23 October 16*
>
> Yea I saw that fairly rude comment by ICE8629 on my video
> He could have just asked me and I would have done it. I either wasn't aware of it at the time (TotO didn't say anything) or the version I'm playing didn't include it because it was sent early to me. I can't remember now, it seems such a long time ago.
>
> Anyway, nice video - well done.

I never intended to do a longplay of this simply because I have many more vids to crack on with and knowing yourself already did it I wasn't in a hurry to do it myself,...but when a sub asks I always put it in the que,...it was actually the "level 0" not being shown which is what geared me up to do it,...so it certainly wasn't done to steal your thunder,...in fact I didn't link the longplay I know about to your channel, still, hey ho ay

Thanks for checking it out.

TotO

08:02, 24 October 16 *Last Edit: 08:11, 24 October 16 by TotO* #23

6128 Plus
Posts: 5,000

Logged

The secret about the R-Type easter-egg's was kept during 1 year.
Next, we have allowed cpc-power.com (r-type secrets) to speak about, as they have found them with the brutal force. (looking the floppy content)
And we have put public the game source code and resources for peoples who wants to learn about.
So, since 3 years now, anybody interrested by our game can known about all those things.

And as I know, the Stage 0 video was already done close to 2 years ago.

And more:

2 people like this.

"You make one mistake in your life and the internet will never let you live it down" *(Keith Goodyer)*

Nich
Supporter

N

6128 Plus
Posts: 910
CPC Game Reviews webmaster

Logged

21:13, 24 October 16 #24

> *Quote from: ivarf on 21:51, 23 October 16*
>
> True, but it was reviewed again after an update.
>
> .... Edit - just noticed that this already has been answered. I would have sworn that it didn't happen the next issue...

The updated rating was 94% in issue 104. I've amended the entry for *Retro Gamer* on CPCWiki accordingly.

1 person likes this.

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CPCWiki forum ► General Category ► Games ► R-Type - Amstrad 128k version - the fullest upload

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This topic SEARCH

The ultimate Amstrad CPC community!

08:58, 06 October 23

News: Printed Amstrad Addict magazine announced, check it out here!

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CPCWiki forum ► General Category ► Games ► R-Type - Amstrad 128k version - the fullest upload

R-Type - Amstrad 128k version - the fullest upload

Started by ZEUSDAZ, 22:33, 20 October 16
0 Members and 1 Guest are viewing this topic.

Previous Topic - Next Topic

GO DOWN Pages: 1 [2] PRINT

ukmarkh

6128 Plus
Posts: 1,526

Location: UK
Logged

13:14, 12 November 16 #25

Can this game still be purchased on disk with cover, manual and stuff?

1 person likes this.

http://classicreplay.blogspot.com/

ivarf

6128 Plus
Posts: 573

Logged

22:07, 17 November 16 #26

> *Quote from: ukmarkh on 13:14, 12 November 16*
>
> Can this game still be purchased on disk with cover, manual and stuff?

Good question, thank you!

mr_lou

6128 Plus
Posts: 3,231

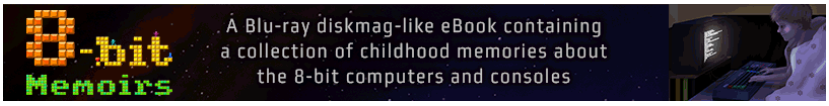
Location: Hobro
Logged

17:58, 15 January 19 #27

Thought everyone might enjoy this:

https://www.youtube.com/watch?v=xKEqlD3k6RA

6 people like this.



JayBlood

CPC664
Posts: 89

Location: Beaufort en Vallée
Logged

12:33, 19 January 19 #28

Excellent!

Jay

Xyphoe

6128 Plus

09:51, 22 January 19 #29

> *Quote from: ZEUSDAZ on 07:50, 24 October 16 [Expand]*
>
> I never intended to do a longplay of this simply because I have many more vids to crack on with and knowing yourself already did it I wasn't in a hurry to do it

Posts: 953

Logged

> myself,...but when a sub asks I always put it in the que,...it was actually the "level 0" not being shown which is what

Yikes! Only just seen this as the topic was just necro'd I wasn't referring to you Daz, just the guy ice8629 who left a bit of a rude comment - that probably caught me at a bad moment. Anyone can make videos of whatever they want

1 person likes this.

GX4000.CO.UK - The site for the Amstrad GX4000 console! Welcome...

Colday

16:51, 03 March 19 #30

CPC664
Posts: 50
Logged

Hi gents and gentesses.

I humbly apologise for bumping this hugely old thread, but I have the original R-type on disc (I've only recently got back into the CPC world) but I would LOVE to try the 128kb version mentioned herein.

What is the best method of obtaining it?

(.dsk is fine as my Gotek now works without frying my USB drives, yes I did plug the 12v supply into it)

I will happily take the abuse for resurrecting this thread, but I'm still learning where best to find stuff.

Regards.

Carnivius

17:00, 03 March 19 *Last Edit: 17:05, 03 March 19 by Carnivius* #31

6128 Plus
Posts: 1,595
Mayhem Attack Squad
Location: England
Logged

CPC-power is a good database of CPC games and you can download most from there (though the captcha thing is a bit annoying)Here's the page for R-Type 128k. Click the floppy disk tab to go to the download screen.
http://www.cpc-power.com/index.php?page=detail&num=7174
CPCgamereviews is also useful for skimming through and seeing short reviews of various CPC games (not a complete list but many well known titles are there) and the game download link is the title text of the game
http://www.cpcgamereviews.com/r/index10.html

Favorite CPC games: Count Duckula 3, Oh Mummy Returns, RoboCop Resurrection, Tankbusters Afterlife

TotO

18:10, 03 March 19 #32

For information, I may redo a batch for a box version soon... If I find where I have put the intruction manuals.

6128 Plus
Posts: 5,000
Logged

2 people like this.

"You make one mistake in your life and the internet will never let you live it down" *(Keith Goodyer)*

XeNoMoRPH
Supporter

6128 Plus
Posts: 1,736
" ... in space no one , can hear you scream ... "

Location: Spain
Logged

08:40, 29 March 19 #33

https://youtu.be/m1VjO7mUV_s

2 people like this.

your amstrad news source in spanish language : https://auamstrad.es

---

TotO

T

6128 Plus
Posts: 5,000
Logged

08:43, 29 March 19 #34

Yes. Nice to finally see a youtube video after 21 days* to do the port on Enterprise!

* may be more this time

1 person likes this.

"You make one mistake in your life and the internet will never let you live it down" *(Keith Goodyer)*

---

kawickboy

K

08:55, 29 March 19 #35

A nice gift for this communauty.

464 Plus
Posts: 365

Logged

XeNoMoRPH
Supporter

6128 Plus
Posts: 1,736
" ... in space no one , can hear you scream ... "

Location: Spain
Logged

10:48, 29 March 19 #36

> *Quote from: TotO on 08:43, 29 March 19*
>
> Yes. Nice to finally see a youtube video after 21 days* to do the port on Enterprise!
> * may be more this time

The Enterprise 128 was a more powerful computer than the cpc 6128 right?

your amstrad news source in spanish language : https://auamstrad.es

TotO

T

6128 Plus
Posts: 5,000

Logged

13:39, 29 March 19 #37

> *Quote from: XeNoMoRPH on 10:48, 29 March 19*
>
> The Enterprise 128 was a more powerful computer than the cpc 6128 right?

I will not said that, because the display have more colour limitations (160x200 is 8 colours + 8 you do not chose).It looks faster to display chars on screen but only 50Hz interrupts when the CPC have 300Hz interrups.Some musics don't properly sound with the hard channel and enveloppes.It is really close the the CPC but different, not superior.

1 person likes this.

"You make one mistake in your life and the internet will never let you live it down" *(Keith Goodyer)*

TotO

T

6128 Plus
Posts: 5,000

Logged

14:08, 29 March 19 *Last Edit: 14:10, 29 March 19 by TotO* #38

The first time I have read the specs on Internet, I don't know why, but I seen more screen modes on Enterprise and dreamed about 320×200×16 or 160×200×256 colours from a 256 colours palette. Probably it can do better on an original game concept dedicated to the Enterprise... Let the future spoke for it!

"You make one mistake in your life and the internet will never let you live it down" *(Keith Goodyer)*

Geco

14:01, 01 April 19 *Last Edit: 14:32, 01 April 19 by Geco* #39

G

CPC664
Posts: 84

Logged

> *Quote from: TotO on 13:39, 29 March 19*
>
> I will not said that, because the display have more colour limitations (160x200 is 8 colours + 8 you do not chose).It looks faster to display chars on screen but only 50Hz interrupts when the CPC have 300Hz interrups.Some musics don't properly sound with the hard channel and enveloppes.It is really close the the CPC but different, not superior.

In some aspect Enterprise is more powerful, and in some is not
Disadvantages:

- Yes, EP has colour limitation in colour8-15, it can be set by colour groups (8 colours)
- Dave does not have HW envelope.
- screen width can be only 46 characters, on CPC it is 48
- colours can not be changed within a scan line

Advantages:

- - Screen height can be about 290 lines.

- - If video RAM does not touched, it really runs on 4MHz, if read/write occurs on Video RAM those instructions runs on the same speed like on CPC, if the code is in the Video RAM it is even slower.
- - 256 Colur palette- Memory paging is more flexible, and port usage is much simpler (by this MOD player can plays MOD's on 9KHz)
- - There are several video modes, including of CPC modes too, but additional modes: HW Character modes 2/4/16/256 colour, Attribute mode (8×1 byte attributes), 256 colour mode, and all CPC modes +256 colour mode has Low pixel variant too, all modes, and palette can be changed in each pixel line (without CPU usage), even width if you set up an LPT (line parameter table which defines the screen, and must be located in video memory) which contains separate definition to each line. It is possible to use any height of lines from 1 pixel to 256 pixels. (by this you can create real square pixels in col16 or in col256 mode, and uses less video memory)

- Treasure Cave uses 4 colour character mode in game

- The Hobbit uses attribute mode for screen, and 2 colour character mode for text.
- - Dave have low pass/high pass filters, ring modulation, it is real stereo, have 8 volume registers.- there are more interrupt option: Video interrupt (50Hz), Dave source: 1Hz, 50Hz, 1000Hz, and another possibility to use frequency of sound channel 0 or 1 (250000/(N+1)) (but if sound channel used, we loose one sound channel), and an external source (sound channel interrupt used in MOD player, SIDBASIC, DTM Player (plays 4 channel digi music, but it is a bit simpler) Treasure Cave (game)
- - small advantages from the 80's, originally it is expandable to 4MB, Disk system uses FAT12, file transfer is very easy, it is very flexible, if a disk can not be read on PC, usually it can be read on EP, and fast.

I think that's all, but please complete advantage/disadvantage if i forgot anything

1 person likes this.

TotO

T

6128 Plus
Posts: 5,000

Logged

17:44, 01 April 19 #40

Screen height is 288 lines on CPC.

Because the Enterprise can do things not possible on CPC (vice versa), I prefert the word "different".
The user was probably happy with both systems depending the own usages.

1 person likes this.

"You make one mistake in your life and the internet will never let you live it down" *(Keith Goodyer)*

Geco

G

CPC664
Posts: 84

Logged

09:16, 02 April 19 #41

> *Quote from: TotO on 17:44, 01 April 19*
>
> Screen height is 288 lines on CPC.
>
> Because the Enterprise can do things not possible on CPC (vice versa), I prefert the word "different".
> The user was probably happy with both systems depending the own usages.

Sure

keith56

ちび悪魔!

Supporter

6128 Plus
Posts: 605
Part Ma, Part Aku... All Chibi!

Logged

11:09, 02 April 19 #42

The Enterprise feels like a CPC from a parallel dimension!

I like the improved color palette, and ability to color switch midscreen without interrupts... but I miss the CPC+ sprites

I'm not one to really use the CRTC for clever scrolling or splitscreen, so for me the EP128 and CPC are pretty technically even...

But what really surprised me was I had never heard of the EP128 until a year or two ago, and I think that's a real shame!

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www.assemblytutorial.com
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28 April 2022, 21:48 #21

rabidgerry
Registered User

Join Date: Nov 2018
Location: Belfast
Posts: 1,398

> Quote:
> Originally Posted by **dreadnought**
> *Any ZX Top 20 list which doesn't include Skool Daze, Saboteur, Hobbit, Turbo Esprit, Knight Lore, Movie, Lords Of Midnight, Renegade, Chuckie Egg, and at least 2 Julian Gollop games (in no particular order) is automatically invalid*
>
> *Disclaimer: imo*

I second Skool Daze.

Was back to Skool released on the Spectrum also?? That's the sequel.

Also another vote for Scuba Dive.

> Quote:
> Originally Posted by **rothers**
>
> *And of course the holy grail magic of the super mario port:*
>
> *[Show youtube player]*

Holy shit! Is that real? It's fantastic!

28 April 2022, 22:35 #22

rothers
Registered User

> Quote:
> Originally Posted by **rabidgerry**

Join Date: Apr 2018
Location: UK
Posts: 456

> *Holy shit! Is that real? It's fantastic!*

Yeah it's real! It's an amazing port.

28 April 2022, 23:53 #23

Fiery Phoenix
Registered User

Join Date: Jul 2012
Location: Bury, Lancs
Age: 46
Posts: 597

Thought Skooldaze and Back to Skool would be there

Robocop is an excellent port on the speccy (great speech too)

Rex and Batman too

29 April 2022, 02:00 #24

Retrofan
Ruler of the Universe

Join Date: Mar 2010
Location: Lanzarote/Spain
Posts: 6,174

Quote:

> Originally Posted by **saimon69**
> *3D starstrike too! The Best Star Wars arcade clone until the official version did came out for Amiga!*

Of course

29 April 2022, 10:39 #25

rabidgerry
Registered User

Join Date: Nov 2018
Location: Belfast
Posts: 1,398

Quote:

> Originally Posted by **rothers**
> *Yeah it's real! It's an amazing port.*

The sound is amazing! Of course I went and looked into this thanks to your post, so there are a few versions it seems. I am very impressed, I wonder could I get it for my speccy emulator on my Amiga ?

29 April 2022, 13:00 #26

Havie
Registered User

Join Date: Mar 2012
Location: UK
Posts: 1,771

Good list and agree with a lot but I would have had Starion in there - brilliant and whacky concept; anagrams in space!

And perhaps you have overdone DD - one possibly, but there are better platformers.

And and I second Robocop - possibly the greatest Speccy game of all?

29 April 2022, 19:19 #27

rothers
Registered User

Join Date: Apr 2018
Location: UK
Posts: 456

Quote:

> Originally Posted by **rabidgerry**
> *The sound is amazing! Of course I went and looked into this thanks to your post, so there are a few versions it seems. I am very impressed, I wonder could I get it for my speccy emulator on my Amiga ?*

Yeah, he's been working on it for a couple of years.

He's also working on another game which has multi directional scrolling which is just as amazing.

The speccy just keeps being pushed to new levels of awesome, rather like the Amiga.

I really want to see a raycaster push the spectrum to its limits, there are some very fast 3D demos floating around.

30 April 2022, 15:16 #28

rabidgerry
Registered User

Quote:

> Originally Posted by **rothers**
> *Yeah, he's been working on it for a couple of years.*

Join Date: Nov 2018
Location: Belfast
Posts: 1,398

> *He's also working on another game which has multi directional scrolling which is just as amazing.*
>
> *The speccy just keeps being pushed to new levels of awesome, rather like the Amiga.*
>
> *I really want to see a raycaster push the spectrum to its limits, there are some very fast 3D demos floating around.*

Needless to say I have went and got me ASpEmu spectrum emulator and found Mario It's your fault!

What is Raycaster, not heard of it? I'm sure you have saw the Doom version on the Speccy, personally thought those vids were amazing. Someone should port the PC version of SkoolDaze (Klass of 99) to the Amiga. That would be cool.

30 April 2022, 16:26 #29

rsn8887
Registered User

Join Date: Oct 2006
Location: USA
Posts: 1,017

I love your list, Thanks. +100 for including Impossaball.

I also really like Earthlight and Star Strike II.

30 April 2022, 20:32 #30

Adropac2
Zone Friend

Join Date: Jan 2006
Location: Kent
Age: 50
Posts: 967

I personally think the only way to play Qbert with a joystick is by the cross direction. Having to do a diagonal means it's still possible to do the wrong direction whereas you can't do that with only the four directions. Was the arcade set up with diagonal control?

My personal faves on this excellent machine are Sabre Wulf, Scuba Dive, TLL, Cyclone, Jet Set Willy, Back2skool, Mont Mole, 3d Starstrike

Back when games on different systems always represented their limitations and colour palettes giving all of them unique atmospheres. I loved my C64 for it's gloriously muted almost realistic colours and always the coldest of ambience and my recollection of these games is mostly from this very distinct atmosphere. The Speccy had an entirely unique feel all of it's own and these time burn into our memories in a way that's just not the same anymore

I think for a lot of us although we embraced the new, we never really moved on from playing games from this time because it shall always be so different

01 May 2022, 15:57 #31

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 661

Quote:

> Originally Posted by **Havie**
> *Good list and agree with a lot but I would have had Starion in there - brilliant and whacky concept; anagrams in space!*
>
> *And perhaps you have overdone DD - one possibly, but there are better platformers.*
>
> *And and I second Robocop - possibly the greatest Speccy game of all?*

Yeah I suppose what I could have done is stuck both Dan games under the same number (like I did with Turrican I & II on my Amiga list), this would have allowed an extra game in my list and if that was the case then I most likely would have put Chase H.Q in there as I wasn't a real fan of Robocop as good as it is.

01 May 2022, 19:31 #32

deimos
It's coming back!

Join Date: Jul 2018
Location: comp.sys.amiga
Posts: 762

Quote:

> Originally Posted by **ice8629**
> *As long as he (and others of course) obey the EAB rules, then he (and others of course) can post whatever they want on EAB*

Yes. They can also spend their spare time recording themselves playing video games for youtube and beg people for money for their pet's surgery, when a few weeks overtime or stacking shelves in a supermarket would sort out any payment plan they needed to take.

Yes.

Fine.

Ban me now please mods.

01 May 2022, 20:13 #33

gimbal
cheeky scoundrel

Or just... not post?

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41
Posts: 6,181

01 May 2022, 21:23 #34

rare_j
Zone Friend

Join Date: Apr 2005
Location: London
Posts: 1,148

Some old favourites:
Chase H.Q.
Midnight Resistance
Rainbow Islands
Batman (Movie)
R-Type
Robocop
Ghouls and Ghosts (yeah this is bad looking but it has the playability)
Magicland Dizzy
Dan Dare
Bomb Jack
Teenage Mutant Hero Turtles

Some new:
Pentacorn Quest
Old Tower
Los Amores de Brunilda
Castlevania Spectral Interlude
Wonderful Dizzy

01 May 2022, 23:11 #35

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41
Posts: 6,181

You actually liked the Amiga version of Chase HQ? That's dedication.

02 May 2022, 01:55 #36

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 39

Quote:

> Originally Posted by **deimos**
> *Ban me now please mods.*

Jeez what a miserable git, bet you're great fun to be around
I second your ban request, please make his day mods and give him what he wants

Last edited by ice8629; 02 May 2022 at 03:27.

02 May 2022, 09:51 #37

rare_j
Zone Friend

Join Date: Apr 2005
Location: London
Posts: 1,148

Quote:

> Originally Posted by **gimbal**
> *You actually liked the Amiga version of Chase HQ? That's dedication.*

This is a thread about Spectrum gaming!

02 May 2022, 10:16 #38

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41
Posts: 6,181

Quote:

> Originally Posted by **rare_j**
> *This is a thread about Spectrum gaming!*

... Okay, where's the dunce hat? I'll be in the corner.

02 May 2022, 11:10 #39

jotd
This cat is no more

you can still play ZX spectrum version of Chase HQ on your amiga with an emulator and pretend that the amiga port is good.

Join Date: Dec 2004
Location: FRANCE
Age: 51
Posts: 7,197

02 May 2022, 12:26 #40

rothers
Registered User

Join Date: Apr 2018
Location: UK
Posts: 456

Quote:

> Originally Posted by **jotd**
> *you can still play ZX spectrum version of Chase HQ on your amiga with an emulator and pretend that the amiga port is good.*

Looking at them side by side the Spectrum version is possibly faster? It's also got more features of the arcade...

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27 May 2023, 21:26 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 690

1943, another Capcom Conversion Puked up by U.S. Gold

1943, a classic in the arcade, I even had the original PCB Jamma board for my cabinet many years ago, great fun and it even had a 2Plyr co-op mode, even U.S. Gold / Probe failed to include that in their sub poor home conversions, the Amiga could have easily handled this game or as close as dammit but yeah U.S. Gold once again are the publishers of another fan favourite only to have it butt-raped by Probe.

This weeks edition of Shit Game Time is indeed the Amiga version of 1943 which has been requested by Youtuber RayC, oh god that in-game music with that HORRIBLE sea effect

1943 (AMIGA) SGT Review: [Show youtube player]

Attached Thumbnails

27 May 2023, 22:03 #2

sokolovic
Registered User

Join Date: Aug 2013
Location: Marseille / France
Posts: 943

What is the interest of posting video destroying Amiga games on an Amiga forum in 2023 ?
As we didn't know that there is bad games on the system.

27 May 2023, 23:32 #3

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds

Quote:

> Originally Posted by **sokolovic**
> *What is the interest of posting video destroying Amiga games on an Amiga forum in 2023 ?*

Posts: 47

> *As we didn't know that there is bad games on the system.*

Ah stop moaning, you're missing the point, they're entertaining that's all that matters and it shows the publishers and programmers that not all of us have forgotten their bad conversions nor forgiven them for trying to sell them to us kids for high prices

Bad games are just as important to remember as good games otherwise we'd think our favourite systems were flawless in the games department.

I like the vids, they make me smirk at least.

27 May 2023, 23:48 #4

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 42
Posts: 6,620

Quote:

> Originally Posted by **sokolovic**
> *What is the interest of posting video destroying Amiga games on an Amiga forum in 2023 ?*
> *As we didn't know that there is bad games on the system.*

Fun. Having fun. Good god this is the 200th video or something, must this be brought up every single time?

As to the game:

So I would say better collision detection, don't lose your powerups and maybe some visual feedback when hitting enemies and it's already playable but perhaps not yet fun to play.

28 May 2023, 08:03 #5

ransom1122
Registered User

Join Date: Aug 2011
Location: Omnicorp
Age: 44
Posts: 5,348

There is a bug in this game where bonus items are not visible because of the clouds

As you can see in my vid @5:20 you pickup a powerup and its invisible...
[Show youtube player]

Psygore fixed it in the latest whdload version

version 1.4 (17.05.2022) done by Psygore
- Some bonus were hidden by the clouds, it's fixed now.
Set CUSTOM2=1 to remove this fix.
- Interrupt fixed
- Install script updated

With all the powerups visible taking down those boss planes will be easier now, instead of using the default bullets which can take over 10mins to kill a boss plane with lol

28 May 2023, 09:04 #6

sokolovic
Registered User

Join Date: Aug 2013
Location: Marseille / France
Posts: 943

> Quote:
> Originally Posted by **gimbal**
> *Fun. Having fun. Good god this is the 200th video or something, must this be brought up every single time?*

Yeah I'm sorry.
I somehow have the impression that everything now on the internet is about trashing things or making "worst ever something" list.
But I'm maybe biaised. Once you've seen a pair a video of that kind, YT keeps recommanding other ones.

28 May 2023, 19:34 #7

dirkies
Zone Friend

Join Date: Aug 2002
Location: Belgium
Age: 50
Posts: 1,287

> Quote:
> Originally Posted by **sokolovic**
> *What is the interest of posting video destroying Amiga games on an Amiga forum in 2023 ?*
> *As we didn't know that there is bad games on the system.*

Yes but 1943 on Amiga was really an insult back in the day, as an arcade fan, this was really
a PoS conversion, and I remember the crackintro where they announced the cracked game as "1943 (1917?)°

28 May 2023, 20:15 #8

jotd
This cat is no more

Join Date: Dec 2004
Location: FRANCE
Age: 51
Posts: 7,573

What is the best in those videos is that you really feel for the person playing this crap game.

Gaming masochism at its best.

28 May 2023, 23:08 #9

Galahad/FLT
Going nowhere

Join Date: Oct 2001
Location: United Kingdom
Age: 50
Posts: 8,835

I think the only "fair" thing you can say about it is that it was only released on the GO! budget label wasn't it?

So even by US Golds standards they must have thought "Oooh..... Nothing about this says full price.... AT ALL!"

29 May 2023, 00:00 #10

dreamkatcha
I've got a new byline

It's sock puppets that haunt me. They're worse than dead people.

Join Date: Mar 2002
Location: Manchester, UK
Posts: 1,183

29 May 2023, 00:22 #11

MigaTech
Only Amiga !!

The Amiga version of this video game was so bad, you could have made a better version on SEUCK!

That stated, at least Core Design didn't let us down with Banshee!

Join Date: Apr 2017
Location: United Kingdom
Posts: 588

29 May 2023, 09:15 #12

TCD
HOL/FTP busy bee

Quote:

> Originally Posted by **Galahad/FLT**
> *I think the only "fair" thing you can say about it is that it was only released on the GO! budget label wasn't it?*

It was later re-released on Kixx which is a bit weird. Maybe they were hoping that people forgot or didn't know how bad it was after 3 years.

Join Date: Sep 2006
Location: Germany
Age: 45
Posts: 29,678

29 May 2023, 14:20 #13

gimbal
cheeky scoundrel

Or there was literally no thought behind it and it was just a paper procedure they followed.

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 42
Posts: 6,620

29 May 2023, 14:42 #14

TCD
HOL/FTP busy bee

Quote:

> Originally Posted by **gimbal**

> *Or there was literally no thought behind it and it was just a paper procedure they followed.*

Wizard Wars and Human Killing Machine are the only other two titles (on Amiga) that were only released on GO! and neither got re-released on another budget label.

Join Date: Sep 2006
Location: Germany
Age: 45
Posts: 29,678

Last edited by TCD; 30 May 2023 at 09:42.

---

29 May 2023, 21:30 #15

Megalomaniac
Registered User

Join Date: Sep 2022
Location: Eastbourne
Posts: 669

Rolling Thunder wasn't reissued by Kixx either, which might have been a one-off for an arcade conversion. I assume Rolling Thunder's had the SGT treatment before, its truly wretched - not only is it visually and sonically inept, it doesn't even incorporate a major gameplay feature. Not played 1943, I might put myself through it if I get time, but I gather the box has what appear to be simultaneous 2-player screenshots, but of course the game lacks that mode.

---

30 May 2023, 00:06 #16

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 690

Quote:

> Originally Posted by **Megalomaniac**
> *I assume Rolling Thunder's had the SGT treatment before, its truly wretched*

Oh yes indeed
[Show youtube player]

---

30 May 2023, 09:37 #17

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 42
Posts: 6,620

Quote:

> Originally Posted by **TCD**
> *Wizard Wars and Human Killing Machine are the only other two titles (on Amiga) that were only released on GO! and neither got re-realised on another budget label.*

I guess that should be Wizard Warz? And Human Killing Machine, I mean come on. That's not a game, that's an affront to humanity. Neither game seem very sellable through back of the box screenshots

---

30 May 2023, 09:42 #18

ransom1122
Registered User

Quote:

> Originally Posted by **gimbal**
> *I guess that should be Wizard Warz? And Human Killing Machine, I mean come on. That's not a game, that's an*

> *affront to humanity. Neither game seem very sellable through back of the box screenshots*

Agree HKM is like a very bad Slideshow

Join Date: Aug 2011
Location: Omnicorp
Age: 44
Posts: 5,348

30 May 2023, 09:45 #19

TCD
HOL/FTP busy bee

Quote:

> Originally Posted by **gimbal**
> *Neither game seem very sellable through back of the box screenshots*

Which is kinda my point You mentioned a paper procedure and I wanted to point out that if it would be then those two other 'games' would have got onto another budget label as well.

Join Date: Sep 2006
Location: Germany
Age: 45
Posts: 29,678

30 May 2023, 13:54 #20

gimbal
cheeky scoundrel

No my point is that 1943 at least looks like a shoot em up so is easier to market with lies.

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 42
Posts: 6,620

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09 May 2023, 14:02 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 665

Amiga owners used to complain about no good fighting games

Amiga owners used to complain about no good fighting games back in the day,...until this beauty came along,...enough said here , more in the SGT review video

Thanks to youtuber W.Harrison for nominating this stunner into the vault of shitness.

SHIT GAME TIME GAME REVIEW: [Show youtube player]

09 May 2023, 14:12 #2

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41
Posts: 6,258

I like the graphics though. Decent animations.

That's about all the positivity I can muster. This should have been a different genre of game.

Ugh. Its like Metal Masters. But without robots or upgrades to at least make it somewhat cool.

09 May 2023, 15:12 #3

sokolovic
Registered User

Join Date: Aug 2013
Location: Marseille / France
Posts: 682

According to Lemon Amiga, the game was released in 1989... It doesn't seems that bad according the this era standards. Street Fighter 2 came 2 years after in arcade. Before that game, nobody was complaining about the lack of VS fighting on the Amiga since it was a nearly non existent genre.

09 May 2023, 22:10 #4

Megalomaniac
Registered User

Join Date: Sep 2022
Location: Eastbourne
Posts: 472

Quote:

> Originally Posted by **sokolovic**
> *According to Lemon Amiga, the game was released in 1989... It doesn't seems that bad according the this era standards. Street Fighter 2 came 2 years after in arcade. Before that game, nobody was complaining about the lack of VS fighting on the Amiga since it was a nearly non existent genre.*

We had IK+, which was as good as anything on any system - one disk and one button was more than enough for things like that. Street Fighter 2 pretty much pioneered the concept of lots of different fighters with their own special moves to find and their own home locations, all of which needed lots of disk space and lots of controller buttons (or very clever control systems), which didn't play to the Amiga's strength.

Never played this one, but I like the title, if nothing else.

Today, 15:30 #5

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 40

I remember when Body Blows came out it was big news as yes we Amiga owners never really got good fighting games, I always found myself going back to my 8-bit machine (mine being the 128k+1 ZX Spectrum) and enjoying what I consider the 2 best beat'em-up's ever created for the 8-bit machines especially on the ZX,...Renegade and Target Renegade.

I enjoyed Body Blows at the time but it certainly didn't age well, very boxy stiff characters which wasn't that much fun to play,...but now I've seen I Ludicrus and good lord what a pile of poop!

Today, 15:34 #6

ImmortalA1000
Registered User

Join Date: Feb 2009
Location: london/england
Posts: 1,308

The animations were most likely drawn on paper as pencil outline sketches and they are good but then digitized and coloured in without much care and attention, at which point it is crap 100% in every way. It takes 5 minutes to finish too if you're any good and it took me longer than 5 minutes to finish most coverdisk game demos. An ST port job as well.

Basically CRL did a doo-doo in your mouth whilst grabbing your wages, nice

Today, 15:47 #7

jotd
This cat is no more

Join Date: Dec 2004
Location: FRANCE
Age: 51
Posts: 7,254

A really enjoyable fighting game on the amiga is Mortal Kombat. I completed Body Blows Galactic (more balanced and easier than the first), and I never enjoyed the others, as beautiful as they are.

I have an amiga and access to a lot of cracked & original games since 1991 and I never heard of that ludicrus crap. Not a good sign.

Today, 15:56 #8

Cris1997XX
Registered User

Join Date: Oct 2022
Location: Roma
Posts: 118

Quote:

> Originally Posted by **jotd**
> *A really enjoyable fighting game on the amiga is Mortal Kombat. I completed Body Blows Galactic (more balanced and easier than the first), and I never enjoyed the others, as beautiful as they are.*
>
> *I have an amiga and access to a lot of cracked & original games since 1991 and I never heard of that ludicrus crap. Not a good sign.*

Mortal Kombat is good, Mortal Kombat 2 is even better! I might give Probe Software a lot of flack, but sometimes they've really done some amazing stuff. MK2's music in particular blows away the SNES version

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09 April 2022, 01:12 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 661

Shit Game Time: Aztek Warrior (Amiga), oh our poor Amigas! :'-(

Hi all, here we go with another utterly crud game which will be flushed down the poop pipe, Aztek Warrior on the Amiga.

This was a paid request by youtuber "RayC" who feels this is another Amiga game that is an utter insult to the wonder machine.

Aztek Warrior SGT Video Review: [Show youtube player]

P.s, remember there will be 2 SGT videos per week on my youtube channel "Zeusdaz" whilst the backlog is high, one on Tuesday's and one on Friday's

This past Tuesday's SGT Edition, Atom Smasher (Amstrad CPC): [Show youtube player]

Last edited by ZEUSDAZ; 02 July 2022 at 00:21.

09 April 2022, 10:09 #2

stevsurv
Beta 1.666

Join Date: Jun 2007
Location: in 1985
Posts: 381

Just tried the trained version of Aztec Worrior.
Man, its more annoying to play this game than waiting in a long line up at a sports event dunny to have a big number 2!

09 April 2022, 10:12 #3

jotd
This cat is no more

Join Date: Dec 2004
Location: FRANCE
Age: 51
Posts: 7,215

Take Rygar, trash the colors, remove most enemies & framerate, add palm trees => this is it. Developper seems "prolific", that one looks even more horrible http://hol.abime.net/5468

09 April 2022, 10:19 #4

ransom1122
Registered User

Join Date: Aug 2011
Location: Omnicorp
Age: 44
Posts: 5,120

All those ECP games are an emoji poo

09 April 2022, 12:05 #5

dreamkatcha
I've got a new byline

Join Date: Mar 2002
Location: Manchester, UK
Posts: 1,132

What I'd like to know is, did Rico and Sonny threaten ECP with baited mouse traps, leading Miami Mice to be revamped as Street Wars? Or did Street Wars emerge first? There's no date listed on HOL.

09 April 2022, 23:43 #6

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41
Posts: 6,190

This looks like a prototype rather than an actual game.

Ugh. The color palette makes me ill too.

10 April 2022, 00:49 #7

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 39

Jesus wept, there should be prison sentances for those who released crud like this on our beloved Amiga!
Absolute shitefest of a game, completely broken and piss poor quality.

Great vid as always Zeus!

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Shit Game Time: AKIRA (Amiga), anyone like this game?	ZEUSDAZ	Retrogaming General Discussion	6	04 July 2021 22:46
Shit Game Time, Cliffhanger (Amiga)	ZEUSDAZ	Retrogaming General Discussion	10	27 April 2021 20:45
Shit Game Time: Death Mask, a poor Doom?!	ZEUSDAZ	Retrogaming General Discussion	36	21 February 2021 03:42
100th Shit Game Time: AAARGH! (AMIGA)	ZEUSDAZ	Retrogaming General Discussion	25	18 September 2020 11:48

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27 November 2022, 04:00 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 647

Bomb Busters, a cheap Bomb Jack Rip-off with a £25 price tag! WTF??

So these cheeky B*stards took the classic Bomb Jack and churned out a cheap shitty version of it, renamed it Bomb Busters and sold it for a £25 price tag, 10 out of 10 for the pure f*cking cheek of it, anyone ever play this crud back in the day?,...or even suckered into buying it?
Should have been released as a PD name, no more than that.
And as for those music samples, surprised they wern't sued!

See what you think, play it if you dare!

Bomb Busters Shit Game Time Review: [Show youtube player]

Attached Thumbnails

28 November 2022, 18:57 #2

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 37

Multiload as well,...long loading times, this is reall naff, to reclone Bomb Jack and then charge £25 is a joke that ain't an ounce funny, what a discgrace.

28 November 2022, 22:44 #3

Havie
Registered User

Join Date: Mar 2012
Location: UK
Posts: 1,709

Words fail me...

29 November 2022, 11:32 #4

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41
Posts: 5,679

My eyes! I already quit at the loading screen.

29 November 2022, 11:47 #5

Megalomaniac
Registered User

Join Date: Sep 2022
Location: Eastbourne
Posts: 218

That's bad. Juvenile sprites and backdrops, overuse of special effects on the constant loading screens (surely they could at least have stored some of them in memory after the first game?), two enemies per screen at a time, lousy collision detection, minimal sound effects, two disk swaps between games... The official Bomb Jack conversion was eminently beatable, but this is far, far worse. At least the reviews were deservedly scathing.

Last edited by Megalomaniac; 29 November 2022 at 11:53.

29 November 2022, 20:48 #6

acidbottle Registered User Join Date: Jul 2018 Location: Scotland Posts: 611	100 places on the high score table .. just 1 more go

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Bomb Jack Beer Edition	mcgeezer	Amiga scene	362	01 September 2022 23:46
Bomb Jack - The other version...	Old_Bob	Amiga scene	20	28 February 2019 14:18
A little gift for Bomb Jack fans :)	Aegis	Retrogaming General Discussion	1	19 February 2016 09:11
Mighty Bomb Jack not working with 1.4.4	jharrison	support.Games	9	03 November 2007 18:09

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14 users

06 February 2022, 21:53 #41

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 703

Just posting for proof I'm not a game hater, only the naff ones receive shitometer ratings, here's my playlists of "Let's Plays" & "Let's Longplays" of really good retro games across many formats that I think are great fun to play, all contain commentary

Let's Longplay Playlist: https://www.youtube.com/playlist?lis...TOEC7cUCrdZWrQ

Let's Play Playlist: https://www.youtube.com/playlist?lis...cqLzZQDfjOfQ_n

Zeus.

07 February 2022, 09:03 #42

kremiso
Registered User

Join Date: Dec 2020
Location: Italy
Posts: 1,429

quite fun the message in the upper right corner
'guaranteed, no t-shirt included' or something like

no Beast approach

07 February 2022, 13:22 #43

jotd
This cat is no more

Join Date: Dec 2004
Location: FRANCE
Age: 52
Posts: 7,601

Quote:

> Originally Posted by **gimbal**
> *... Chaos Engine? Perhaps you meant Chaos Engine 2*

Tried it again (CE2), superb music / superb graphics (real AGA) but gameplay is too frustrating so I gave up. Too stressful, split screen... Magic Pockets is super underrated on the other hand. One disk full of wonderful secrets & features... once you understand how to play properly.

_____
JOTD

07 February 2022, 21:28 #44

ESC
Bad Banana

Join Date: Jul 2020
Location: Sweden
Posts: 58

Quote:

> Originally Posted by **jotd**
> *Or maybe they didn't change their clothes during all development.*

My theory is that they made the game just so they could afford new clothes?

07 February 2022, 21:45 #45

Tigerskunk
Inviyya Dude!

Join Date: Sep 2016
Location: Amiga Island
Posts: 2,621

LOL, are some people really defending this juvenile clickbaity worded crap where the OP usually isn't even bothering to discuss here in the threads he posted.

07 February 2022, 22:04 #46

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 42
Posts: 6,645

Nope, just trying to be decent human beings. Try it sometime, you'll make more friends.

_____
Error: signature could not be parsed.

08 February 2022, 00:09 #47

clebin
Registered User

Join Date: Apr 2012
Location: Cardiff
Posts: 396

Sorry Zeus, but TBH I'm also not a huge fan of the style of these videos compared with the other stuff on the channel. I do like the idea of reviewing shit games but personally I'd like see more humour or playfulness alongside the faux anger.

There's a perverse pleasure in experiencing "bad art" but I don't get any sense of that here. This feels more like Monday morning at a dead end job: "this is all shit, I hate it". If you don't sound like you enjoy making a video, I'm not sure what I'm supposed to take from it as a viewer. But if you do secretly enjoy it, I'd like a hint of that.

08 February 2022, 08:14 #48

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 703

Quote:

> Originally Posted by **clebin**
> *Sorry Zeus, but TBH I'm also not a huge fan of the style of these videos compared with the other stuff on the channel. I do like the idea of reviewing shit games but personally I'd like see more humour or playfulness alongside the faux anger.*
>
> *There's a perverse pleasure in experiencing "bad art" but I don't get any sense of that here. This feels more like Monday morning at a dead end job: "this is all shit, I hate it". If you don't sound like you enjoy making a video, I'm not sure what I'm supposed to take from it as a viewer. But if you do secretly enjoy it, I'd like a hint of that.*

Not a problem matey, can't please everyone
Stick to my "let's plays" and "let's longplays" then if you want to see GOOD games, but in my defence not all the shit games I review on the SGT series have me enraged , many of them have me on the floor rolling with laughter ,...check the following suggestions for proof:

Human Killing Machine (Amiga),
Double Dragon 1 (Amiga),
Outrun (Dos),...OMG I needed surgery on my sides after playing that!
Veteran (Amiga),
Sabrina (ZX Spectrum),....now this one gave me an excellent excuse to direct a piss-take out of the hardcore feminist movement, made me feel SOOOOOOO

much better

Just a side note for those who don't like SGT videos, my advice, if you don't like them then don't watch or comment,...simple, I certainly won't lose sleep, I suggest either (as they say in TV land) turn the channel over.
If that doesn't work then maybe you could either watch reruns of Last of the Summer Wine or Gilligans Island and if that don't work then,....cry me a river!

Last edited by ZEUSDAZ; 08 February 2022 at 08:35.

08 February 2022, 08:24 #49

Tigerskunk
Inviyya Dude!

Join Date: Sep 2016
Location: Amiga Island
Posts: 2,621

Quote:

> Originally Posted by **gimbal**
> *Nope, just **trying to be decent human being**s. Try it sometime, you'll make more friends.*

https://en.wikipedia.org/wiki/Psychological_projection

Says the guy defending someone only posting here to promote videos where he shits on coders from back in the day.

Also, what Clebin and Dreadnought said in this thread.

No problem with reviewing and criticizing old bad games, but that whole over sensational "OH WOW, LOOK, IT'S SHIT GAME TIME AND LOOK WHAT THOSE LOSERS DID" angle doesn't gel with me.
What's next then? "OLD AMIGA CODERS DON'T WANT YOU TO SEE THIS VIDEO!!!"?

If not liking that low effort clickbait makes me a "bad and non decent person", then so be it.

Last edited by Tigerskunk; 08 February 2022 at 09:03.

08 February 2022, 09:47 #50

Lord Aga
MI clan prevails

Join Date: Jul 2010
Location: Belgrade, Serbia
Posts: 1,425

Uh-oh, looks like we need some safe spaces to avoid the harm of naughty words!

_____
A word of caution to this tale... should MI clan fight, you will fail!

08 February 2022, 11:20 #51

Tigerskunk
Inviyya Dude!

Join Date: Sep 2016
Location: Amiga Island
Posts: 2,621

Quote:

> Originally Posted by **Lord Aga**
> *Uh-oh, looks like we need some safe spaces to avoid the harm of naughty words!*

Do you realize you are providing the "safe space" here for the OP of this thread, since you feel the need to protect him from being criticized, or are you really as dumb as fuck as you sound?

08 February 2022, 11:21 #52

Tigerskunk

Quote:

Inviyya Dude!

Join Date: Sep 2016
Location: Amiga Island
Posts: 2,621

> Originally Posted by **ice8629**
> *Most likely too busy with normal every day & family life combined with the amount of work he puts into the channel than to worry about little comments like that , I know I wouldn't waste my time if I were in that position.*
>
> *Just don't click the thread, read or watch summut else ffs, easy peasy*

Says the ten posts guy.
LOL, who are you even?

08 February 2022, 11:49 #53

CodyJarrett
Global Moderator

Join Date: Mar 2001
Location: UK
Age: 46
Posts: 6,149

Everyone: please keep the discussion civil.

08 February 2022, 11:52 #54

Tigerskunk
Inviyya Dude!

Join Date: Sep 2016
Location: Amiga Island
Posts: 2,621

Quote:

> Originally Posted by **ice8629**
> *Oh nobody, about as relevant as yourself,...a no'one*

At least not 90% of my post history is dedicated to supporting and defending threads made by that one guy.

Are you by any chance a sock puppet account?

Last edited by Tigerskunk; 08 February 2022 at 11:59.

08 February 2022, 12:42 #55

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 703

Yes please be pleasant on the threads,...that includes mine, Just watch the vid and enjoy or find something else to watch or read on EAB and enjoy that instead, it really Isn't that difficult, there has been many things on the EAB I have not liked but I have never bothered to comment on them,...I mean what's the point in complaining?

I'm too thick skinned to be offended if someone doesn't like me or my content, I got much more bigger things to worry about in life

Just enjoy!!!

08 February 2022, 12:48 #56

Tigerskunk
Inviyya Dude!

Join Date: Sep 2016
Location: Amiga Island
Posts: 2,621

Quote:

> Originally Posted by **ice8629**
> *Couldn't agree more!*
>
> *It's only a couple on here that can't seem to resist themselves commenting negative stuff on a thread they don't like, most of us either comment cuz they enjoy the subject of a particular thread or simply not click it at all if they don't.*

So if I criticize a thread title that I stumbled upon in today's threads category that reads "**Shit Game Time: Carver (Amiga), middle fingers to the poogrammers!**" I am the "negative person" here? Sure.

I feel it's completely within my rights as a regular forum poster and general contributor to the Amiga scene to point out that I am not happy about wording and content of threads, as compared to someone like you who doesn't contribute anything to this board except ten posts about "Shit Game Time" and one about something else.

08 February 2022, 16:20 #57

haps
Rumpig

Join Date: Aug 2006
Location: The bottom of the bottle
Age: 92
Posts: 240

I like trains.

08 February 2022, 16:24 #58

ESC
Bad Banana

Join Date: Jul 2020
Location: Sweden
Posts: 58

Quote:

> Originally Posted by **ice8629**
> *Can someone translate the back of the box? Must be someone who can speak the German lingo ??*

If you have a smartphone and have google translate installed on it you can take a picture of the text and the app will translate it for you.

The live translation in that app sucks so that's why I recommend taking a picture instead.

08 February 2022, 16:45 #59

Lord Aga
MI clan prevails

Join Date: Jul 2010
Location: Belgrade, Serbia
Posts: 1,425

Quote:

> Originally Posted by **Tigerskunk**
> *Do you realize you are providing the "safe space" here for the OP of this thread, since you feel the need to protect him from being criticized, or are you really as dumb as fuck as you sound?*

Oooohh I'm soowwy, do you need another safe space to protect you from the mean comments to your comment?

Quote:

> Originally Posted by **Tigerskunk**
> *At least not 90% of my post history is dedicated to supporting and defending threads made by that one guy.*

But it is dedicated to trying to shut down posts you don't like, you authoritarian soy guzzler.

_____
A word of caution to this tale... should MI clan fight, you will fail!

08 February 2022, 17:34 #60

Tigerskunk
Inviyya Dude!

Quote:

> Originally Posted by **Lord Aga**

> *Oooohh I'm soowwy, do you need another safe space to protect you from the mean comments to your comment?*

Join Date: Sep 2016
Location: Amiga Island
Posts: 2,621

You didn't even grasp what I wrote there, did you, mega brains?

Quote:

> Originally Posted by **Lord Aga**
> *But it is dedicated to trying to shut down posts you don't like, you authoritarian soy guzzler.*

No, I am just pointing out those videos and the way they are being advertised here are lame as hell.
Seems you little hypocritical ugly nerd are the one needing a safe space here if you cannot take that.

By that same logic I can create a thread here called "SHIT VIDEO REVIEW TIME. GIVING THE MIDDLE FINGER TO SHODDILY RECORDED CLICKBAIT CRAP SHITTING ON OLD GAMES NARRATED BY A RETARD" and everyone criticizing this is a negative person or "needs a safe space".

It works both ways.

Just not sure this is the kind of conversation we want here.

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dreamkatcha

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Shit Game Time, Cliffhanger (Amiga)	ZEUSDAZ	Retrogaming General Discussion	10	27 April 2021 19:45
Amiga Shit Game Time - International Championship Wrestling	ZEUSDAZ	Retrogaming General Discussion	5	06 April 2021 16:13
100th Shit Game Time: AAARGH! (AMIGA)	ZEUSDAZ	Retrogaming General Discussion	25	18 September 2020 10:48

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21 October 2022, 13:47 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 684

Chuckie Egg II on Amiga,...for £19.99! Seriously WTF??

Chuckie Egg on the 8-bits (especially the ZX version) was a classic, fast, incredibly playable, fun and addictive, Chuckie Egg II on the other hand was (for me anyway) a mega disappointment as many of us wanted a new set of Eight levels but instead we were greeted with a kind of Jet Set Willy style of game.

YEARS later it finally appears on the Amiga and ST,....I mean why???

We already saw the awful Chuckie Egg 1 on the 16-bits, that was bad enough but them up top went further and believed the lesser sequel would be a great addition to the 16-bit game library,...Jesus wept.

So now along with Manic Miner, Jet Set Willy and Chuckie Egg 1 (all classics on the 8-bit machines,...not so much the Atari 8-bit), we now have Chuckie Egg II joining that elite 16-bit SGT club.

Now I know there are some out there that actually liked CE2 on the 8-bits but SURLY those cannot approve of this,...ESPECIALLY FOR A £19.99 PRICE TAG which as you may hear at the end of the video I only just found out

CHUCKIE EGG II (AMIGA) SGT REVIEW: [Show youtube player]

Attached Thumbnails

21 October 2022, 15:17 #2

Megalomaniac
Registered User

Join Date: Sep 2022
Location: Eastbourne
Posts: 576

Inferior 8-bit sequel (designed by someone different to the first one, which was almost never a good thing in those days) + crap conversion + 4 year wait + ludicrous price definitely equals shit game.

Last edited by Megalomaniac; 21 October 2022 at 15:56.

22 October 2022, 16:15 #3

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 42

That insane asking price for such an outdated game by 1989

23 October 2022, 14:12 #4

sneeker
Registered User

Join Date: Mar 2008
Location: Manchester!
Posts: 308

I remember getting the amiga version of chuckie egg back in the day, it was one of my favourite games on my bbc, and I still have the muscle memory to get I think to 2 birds and the dodos which I think is the 4th loop. The Amiga version however didn't play anywhere near as well and the graphics just turned into a multi coloured mess, and It didn't seem to run as fast/responsive as the beeb version.

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Where can I get Chuckie Egg 1	Zyphon	request.Old Rare Games	9	01 July 2010 10:19
Where Is It!!!!! Chuckie Egg 1 ????	KaiBoy	request.Old Rare Games	37	19 July 2006 08:57
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15 April 2022, 23:06 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 679

Another Cruddy Spanish Amiga Game to be Flushed Away!

Hi all, here we go with another utterly crud game which will be flushed down the poop pipe, Corsarios (aka Corsaires) on the Amiga.

This was a paid request by youtuber "RayC" who would very much like me to rid this game into the vault of shitness.

Corsarios SGT Video Review: [Show youtube player]

P.s, remember there will be 2 SGT videos per week on my youtube channel "Zeusdaz" whilst the backlog is high, one on Tuesday's and one on Friday's

This past Tuesday's SGT Edition, Double Dragon (Amstrad CPC): [Show youtube player]

Last edited by ZEUSDAZ; 02 July 2022 at 00:21.

16 April 2022, 15:32 #2

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 42

Good grief, It's almost as choppy as an Amstrad game , you sure It's not a CPC game emulated on the Amiga?! ,...and as for the DD1 game you reviewed this past Tuesday on the CPC, just soooooooo bad

16 April 2022, 20:34 #3

dlfrsilver
CaptainM68K-SPS France

Join Date: Dec 2004
Location: Melun nearby Paris/France
Age: 46
Posts: 9,991

Corsarios was made with an hard dev system (able to churn out 10 versions of the same game for 10 different platforms).

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Miami Vice on the 8-bits, yep another cruddy tv tie-in game, shock horror.	ZEUSDAZ	Retrogaming General Discussion	7	28 September 2021 03:52
Hook Amiga game Spanish version	laser	request.Old Rare Games	52	24 July 2020 21:50
Game where toilet was flushed poop falls from the sky	matthewproud	Looking for a game name ?	4	04 January 2016 00:45
Spanish actress Penelope Cruz with Amiga 500 and the game Teenage Mutant Ninja Turtle	vitux	Nostalgia & memories	17	30 October 2013 18:03

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27 August 2023, 00:51 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 691

Anyone played Cougar Force on the A500?! I pity you!!!

Another Amiga overpriced gem has hit the "Shit Game Time" section, this week I've been requested to tackle the game called "Cougar Force".

I never heard of this game until now and It's one of the most boring pointless games I've ever played on our beloved Amiga, just boggles the mind that not only games like this was even conceived but the cheek of a £25.99" asking price for it

Cougar Force SGT Review: [Show youtube player]

Attached Thumbnails

27 August 2023, 01:03 #2

dlfrsilver
CaptainM68K-SPS France

Join Date: Dec 2004
Location: Melun nearby Paris/France
Age: 46
Posts: 10,106

This game is abominable, as is its engine.

27 August 2023, 15:02 #3

gimbal
cheeky scoundrel

I have identified a new thing I severely dislike.

The character not standing still when you're standing still. It's like the dude has to go to the bathroom real bad.

Also the character teleports when you trigger animations of different dimensions or you turn around.

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 42
Posts: 6,629

This is truly horrible. There is just nothing that can be done with this to make it better, it's a total loss. Purgatory: the game. Loop through the same three screens over and over until you've paid for your sins.

27 August 2023, 15:09 #4

Karlos
Registered User

Join Date: Aug 2022
Location: UK
Posts: 2,903

Cougar Force? Sounds like some aggressive middle aged man-eater fem fatale squad, lol.

Do you have the stamina?!

28 August 2023, 20:13 #5

A500
Registered User

Join Date: Jun 2017
Location: Finland
Posts: 306

Quote:

> Originally Posted by **gimbal**
> *I have identified a new thing I severely dislike.*
>
> *The character not standing still when you're standing still. It's like the dude has to go to the bathroom real bad.*

I suffer from the same symptoms. It's really irritating. I suspect the "got-to-get-to-toilet-dance" has been around since the NES and nowadays the characters in so many indie platformers etc. do the same because it's "cool" and "retro".

30 August 2023, 12:22 #6

stevelord
Registered User

Join Date: Apr 2019
Location: UK
Posts: 538

It's like some kind of 80s action movie themed "Thick as mince of Persia"

30 August 2023, 12:53 #7

CCCP alert
Registered User

Join Date: May 2023
Location: essex
Posts: 194

Looks about average for an Amiga development on all levels really lol, hardly the worst Amiga game.

30 August 2023, 13:25 #8

Tigerskunk
Inviyya Dude!

Join Date: Sep 2016

Quote:

> Originally Posted by **Karlos**
> *Cougar Force? Sounds like some aggressive middle aged man-eater fem fatale squad, lol.*
>
> *Do you have the stamina?!*

Location: Amiga Island
Posts: 2,615

That's what I hoped for entering the thread.

31 August 2023, 00:35 #9

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 48

The guy dying got me, just floats up and he's gone but yeah pretty crud game.

31 August 2023, 01:08 #10

Karlos
Registered User

Join Date: Aug 2022
Location: UK
Posts: 2,903

Damn. I just watched the video. Why did I do that? Does thr level ever change?

31 August 2023, 05:55 #11

CCCP alert
Registered User

Join Date: May 2023
Location: essex
Posts: 194

There was an unreleased, but finished, Atari STFM game that was better than this in every way to be fair. I think it was Dinamic who did the game, sort of like Navy Moves/Navy Seals in Siberia platform run n gun type game. It did get released on Amiga too.

Thing is there were loads of games like this back then, it's not far off the norm IMO.

02 September 2023, 14:46 #12

jizmo
Registered Abuser

Join Date: Oct 2013
Location: Valencia / Spain
Posts: 342

Quote:

> Originally Posted by **CCCP alert**
> *Looks about average for an Amiga development on all levels really lol, hardly the worst Amiga game.*

This was my first reaction as well, pretty average early Amiga game that look ok'ish coming from Commodore 64 back in 1987.

Until I checked the release year .. **1991**

For such a late release it really is abysmal (although not even among the worst of 1991).

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10 June 2022, 17:57 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 672

Crash Landing (Amiga), anyone heard of this borefest crud before?!

Crash Landing on the Amiga, I've never heard of this game before, have any of you?
I certainly didn't come across it back in the day during heavy game swapping piracy nor in magazines and now I've played (and longplayed) it I'm not surprised, jeeeeez what a bollocks borefest of a game

This has now found It's way into the vault of shitness thanks to youtuber "RayC" who paid requested it to be flushed down the poop tube.

Crash Landing SGT Video Review: [Show youtube player]

What are your thoughts on this Amiga classic?!

This past Tuesday SGT - nINJA mASTER (c64): [Show youtube player]

Attached Thumbnails

Last edited by ZEUSDAZ; 02 July 2022 at 00:53.

10 June 2022, 18:24 #2

TCD
HOL/FTP busy bee

Join Date: Sep 2006
Location: Germany
Age: 45

I recently took screenshots with the trained version of the game for HOL and was just baffled how this game could have been published in 1992. It's so bland and random. Plus the controls are terrible. Not the worst game on the Amiga, but it's down there with them for sure

Posts: 28,255

10 June 2022, 19:16 #3

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 672

Quote:

> Originally Posted by **TCD**
> *I recently took screenshots with the trained version of the game for HOL and was just baffled how this game could have been published in 1992. It's so bland and random. Plus the controls are terrible. Not the worst game on the Amiga, but it's down there with them for sure*

I went through the pain of longplaying it to just to prove there is an ending:
[Show youtube player]

10 June 2022, 19:32 #4

TCD
HOL/FTP busy bee

Join Date: Sep 2006
Location: Germany
Age: 45
Posts: 28,255

Quote:

> Originally Posted by **ZEUSDAZ**
> *I went through the pain of longplaying it to just to prove there is an ending:*
> *[Show youtube player]*

Not sure if I should say 'Respect!' or 'My sincere condolences'

10 June 2022, 21:01 #5

rothers
Registered User

Join Date: Apr 2018
Location: UK
Posts: 464

A published Amos(?) game, can't be many of these.

11 June 2022, 11:01 #6

-TCB!-
Registered User

Join Date: Nov 2016
Location: Singapore
Posts: 19

"The end - or is it?"

The title screen logo could easily be mistaken for Trash Landing?

11 June 2022, 14:29 #7

StingRay
move.l #$c0ff33,throat

Quote:

> Originally Posted by **rothers**
> *A published Amos(?) game*

It is not an AMOS game, code is 100% ASM.

Join Date: Dec 2005
Location: Berlin/Joymoney
Posts: 6,832

11 June 2022, 15:42 #8

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41
Posts: 6,414

Reminds of me Demon Blue. Another hop around and collect stuff platformer where it is almost impossible to properly dodge the enemies. But this one is definitely worse.

This is the kind of game you make when you've just designed a level editor and you need to try it out if everything works. Minimal UI, minimal gameplay, just make sure the collision detection and such works and you can place some enemies and pickups and such.

13 June 2022, 03:38 #9

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 42

Jeez what a boring looking game, just walking around all over the place like a gormless idiot, very very pointless dull game.

13 June 2022, 09:49 #10

Predseda
Puttymoon inhabitant

Join Date: Mar 2007
Location: Tromaville
Age: 45
Posts: 7,301

Quote:

> Originally Posted by **ZEUSDAZ**
> *I went through the pain of longplaying it to just to prove there is an ending:*
> *[Show youtube player]*

You should be awarded with a medal.

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Landing in Seek'n'Destroy	Charon	support.Games	4	12 April 2006 02:45
I have never heard of this Amiga game but it looks cool.	Pyromania	MarketPlace	4	15 May 2003 07:38

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20 September 2019, 18:46 #41

Retro1234
Naughty Retro

Join Date: Jun 2006
Location: 5150
Posts: 5,538

If you bought it back then yes you would of been happy because it was the best port at the time, once you saw the Snes version later you would notice the cracks.

20 September 2019, 20:55 #42

nobody
Registered User

Join Date: Dec 2013
Location: GR
Age: 46
Posts: 1,415

Snes wasn't great too (no 2p, less colors), but better than the Amiga.

PS It's weird every now and then someone writes about final fight

20 September 2019, 23:00 #43

saimon69
J.M.D - Bedroom Musician

Join Date: Apr 2014
Location: los angeles,ca
Posts: 3,184

@nobody
Final Fight, Outrun, Street Fighter, Black Tiger, Strider, Rolling Thunder, Double Dragon and Ghouls and Ghosts plus others are in my opinion considered "unfinished business" by the Amigans like me that also loved the games in the arcade, some sort of insult to the platform: is personal!

21 September 2019, 01:51 #44

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 42

Yep I will happily state right now as someone who paid over £20 for the original back in the day, Final Fight on the Amiga was a let down, yes it managed to capture some of the arcade likeness such as the pics and text but the game It'self is unenjoyment crud,...there I've said it,...the game is CRUD!
81 shit rating is a pretty fair score in this case.

21 September 2019, 11:41 #45

d4rk3lf
Registered User

Join Date: Jul 2015
Location: Novi Sad, Serbia
Posts: 1,515

Quote:

> Originally Posted by **Anubis**
> *On this one I am with Gimbal, at the time many games I could label 'shitty' today were 'fine' for me back in the day.*

It HUGELY depends on if you played Final Fight on arcade before, or not.
If you played it (and loved it), FF on the Amiga had NOTHING in common with that gameplay. The biggest issue for me is lacking a grab move (where you grab your opponent and throw it to the other opponents). And there are a lots of other issues.

However, people that were kids at the time, and haven't played FF on arcade, could basically accept this game as a "passable" beat em up. If you accept that mechanic is more like Double Dragon mechanic, and you use flying kick 90% of the time, it could be Ok, I guess.

We have to give Richard Aplin big credit for the game is running on UNEXPANDED Amiga 500 with only 512kb.
However, he didn't liked and played original FF (he said that in some interview), and the lack of proper game mechanic, I guess, that's the reason. If he would like it, I guess, he could have made gameplay much better and closer to FF.

All in all, I am in the legions of Amiga users, that are desperate because there's no single good beat em up on the Amiga (with exception on average Golden Axe), but my souls is now in piece, because of announcement of Metro Siege, that looks like a proper Capcom style beat em up game.

21 September 2019, 14:04 #46

Konrad
Registered User

Join Date: Apr 2002
Location: Germany
Age: 42
Posts: 728

Well, I grew up with Arcades and was still happy with Final Fight. The flaws were obvious back then of course. But I still found it playable, I had fun with it. Same with Strider or StreetFighter2. All those game were not great but passable for me.
Major letdowns were Outrun and Shinobi for example. Those are a mess.
DoubleDragon2 and ShadowDancer were/are awesome conversions in my opinion.

21 September 2019, 14:06 #47

BippyM
Global Moderator

I think back in the day if you had played Final Fight on the Amiga, and never played the arcade version (or any other version

for that matter) then it might have been decent. The issues arise when it is compared to the source material!

Join Date: Nov 2001
Location: Derby, UK
Age: 47
Posts: 9,350

21 September 2019, 15:12 #48

DamienD
Banned

Join Date: Aug 2005
Location: London / Sydney
Age: 46
Posts: 20,420

Quote:

> Originally Posted by **Konrad**
> *Well, I grew up with Arcades and was still happy with Final Fight. The flaws were obvious back then of course. But I still found it playable, I had fun with it. Same with Strider or StreetFighter2. All those game were not great but passable for me.*
> *Major letdowns were Outrun and Shinobi for example. Those are a mess.*
> *DoubleDragon2 and ShadowDancer were/are awesome conversions in my opinion.*

Just like you I grew up in the Arcades

....and I agree with everything you've said; I'm especially disappointed with Shinobi, as that's my all time favourite Arcade game.

Ghosts 'N Goblins was another awesome conversion.

21 September 2019, 15:19 #49

jotd
This cat is no more

Join Date: Dec 2004
Location: FRANCE
Age: 51
Posts: 7,489

Conversion of Final Fight isn't very good if you compare with the original version.

But I remember playing this game on amiga and finding it not that bad. Not frustrating, and there aren't that many games like this.

Of course, if you compare with the arcade version, you're very disappointed. But that's not in the same league of other games Zeusdaz reviewed like Running Man or Bad Catz for instance.

Game is still playable & fast, sprites are big (and ripped from the arcade, not redrawn) and it's probably because Richard tried his best on 512K ECS (where a Tiertex conversion would have been even worse).

21 September 2019, 15:53 #50

mcgeezer
Registered User

Join Date: Oct 2017
Location: Sunderland, England
Posts: 2,699

I doubt tiertex could have actually achieved a conversion of final fight in any playable form.
Richard performed a miracle in my eyes from what he did.

21 September 2019, 16:11 #51

d4rk3lf
Registered User

Join Date: Jul 2015
Location: Novi Sad, Serbia
Posts: 1,515

Quote:

> Originally Posted by **Konrad**
> *Major letdowns were Outrun and Shinobi for example. Those are a mess.*

What about Rolling Thunder?

btw, another example of a perfect arcade port is Pang.

21 September 2019, 17:20 #52

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 42

The ironic thing is all the software houses that did very good games back in the day either no longer exsist or were bought out and yet TIERTEX are still in business!!...WTF??? They do games for mobile phones,...what a messed up situation, a company who were notorious for coughing up shite, never taken to court for these crimes and yet are still in business,...SHEEESH!

There have been many beauty conversions on the Amiga mainly thanks to Ocean / Imagine,...a software house I have great respect for unlike U.S.Gold, but as said my feeling regarding Final Fight are not the most positive, as Zeus correctly stated it seemed to have lost It's X-Factor, It's fun and soul during conversion.
Stick to Double Dragon II on Amiga, very good conversion,...even though Willy at the end doesn't seem to know what he's doing, far more fun than Final Fight on Amiga.

P.s, thanks to Zeus for leaving the link at the top of the feed for all the "Shit Game Time" videos, Bad Cat video had me aching with laughter.

21 September 2019, 17:51 #53

Dunny
Registered User

Join Date: Aug 2006
Location: Scunthorpe/United Kingdom
Posts: 1,636

Quote:

> Originally Posted by **mcgeezer**
> *I doubt tiertex could have actually achieved a conversion of final fight in any playable form.*
> *Richard performed a miracle in my eyes from what he did.*

You're a developer; you're thinking in terms of technical achievement. Which is fine, he did indeed pull off the impossible (or nearly so). But from the point of view of someone who loves FinalFight, lives and breathes its intricacies, the game falls very far short of the arcade - not just in understandable graphical fidelity, but with entire gameplay mechanics completely missing.

So from that point of view, it is indeed shit, despite it being technically excellent.

...it's like when I first grabbed a copy of Jet Set Willy II for the Amiga. The Spectrum original was sublime (though not quite as good as JSW1) and the Amiga version had it all - scrolling through rooms, big sprites, colourful graphics, background tiles and music that wasn't a beeper.

The actual game was utter shit though.

21 September 2019, 17:59 #54

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 684

Quote:

> Originally Posted by **Dunny**
> *You're a developer; you're thinking in terms of technical achievement. Which is fine, he did indeed pull off the impossible (or nearly so). But from the point of view of someone who loves FinalFight, lives and breathes its intricacies, the game falls very far short of the arcade - not just in understandable graphical fidelity, but with entire gameplay mechanics completely missing.*
>
> *So from that point of view, it is indeed shit, despite it being technically excellent.*
>
> *...it's like when I first grabbed a copy of Jet Set Willy II for the Amiga. The Spectrum original was sublime (though not quite as good as JSW1) and the Amiga version had it all - scrolling through rooms, big sprites, colourful graphics, background tiles and music that wasn't a beeper.*
>
> *The actual game was utter shit though.*

Hmm, JSW II for the Amiga,...that sounds like a SGT nomination ;-)

21 September 2019, 18:36 #55

Dunny
Registered User

Join Date: Aug 2006
Location: Scunthorpe/United Kingdom
Posts: 1,636

Quote:

> Originally Posted by **ZEUSDAZ**
> *Hmm, JSW II for the Amiga,...that sounds like a SGT nomination ;-)*

Oh good god yes, but do a side-by-side with the 8bit versions

21 September 2019, 19:08 #56

Anubis
Retro Gamer

Quote:

> Originally Posted by **d4rk3lf**
> *It HUGELY depends on if you played Final Fight on arcade before, or not.*

Join Date: Jan 2005
Location: Underworld
Age: 50
Posts: 3,962

> *If you played it (and loved it), FF on the Amiga had NOTHING in common with that gameplay. The biggest issue for me is lacking a grab move (where you grab your opponent and throw it to the other opponents). And there are a lots of other issues.*
>
> *However, people that were kids at the time, and haven't played FF on arcade, could basically accept this game as a "passable" beat em up. If you accept that mechanic is more like Double Dragon mechanic, and you use flying kick 90% of the time, it could be Ok, I guess.*
>
> *We have to give Richard Aplin big credit for the game is running on UNEXPANDED Amiga 500 with only 512kb. However, he didn't liked and played original FF (he said that in some interview), and the lack of proper game mechanic, I guess, that's the reason. If he would like it, I guess, he could have made gameplay much better and closer to FF.*
>
> *All in all, I am in the legions of Amiga users, that are desperate because there's no single good beat em up on the Amiga (with exception on average Golden Axe), but my souls is now in piece, because of announcement of Metro Siege, that looks like a proper Capcom style beat em up game.*

I agree with everything you've said, and just like mcgeezer pointed out in one of his first posts, I would blame publishing company for not getting a hold of source code. If they were supposed to make good conversion, shouldn't they have resources to stay as accurate as possible?

If that was the case, we would've seen much more quality ports...

21 September 2019, 23:38 #57

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 684

> Quote:
>
> Originally Posted by **Dunny**
> *Oh good god yes, but do a side-by-side with the 8bit versions*

Stick it in the request video then You'll need to place it on the Youtube page, not here.
[Show youtube player]

21 September 2019, 23:53 #58

ZEUSDAZ
Registered User

I still don't fully agree that obtaining the scource code would produce vastly better results of conversions, the department could have easily got hold of the arcade machine (or rented it from the likes of Electrocoin) that way they could have had a very good idea of wht the game looks, sounds and moves like, some conversions look as if they only went on a few pictures and then guessed the rest,...Tiertex take note!!!! SF1 looked dreadful, the characters were drawn dreadful and even worse when it came to the animation, surly they could have seen from an arcade

Join Date: Nov 2014
Location: England
Posts: 684

machine that the conversion they were doing was sheer shite and poorly resembled the machine.

22 September 2019, 00:29 #59

DanScott
Lemon. / Core Design

Join Date: Mar 2016
Location: Tier 5
Posts: 1,163

So here is the solution....

Somebody else do a version of Final Fight for the 512k Amiga see if you can do better.

BTW, Richard is a long time personal friend of mine since well before when he made FF for the Amiga... he did a great conversion given the resources and time he was given.

22 September 2019, 00:41 #60

alpine9000
Registered User

Join Date: Mar 2016
Location: Australia
Posts: 880

Quote:

> Originally Posted by **DanScott**
> *So here is the solution....*
>
> *Somebody else do a version of Final Fight for the 512k Amiga see if you can do better.*
>
> *BTW, Richard is a long time personal friend of mine since well before when he made FF for the Amiga... he did a great conversion given the resources and time he was given.*

Having "toyed" with writing a brawler myself recently, I find it absolutely insane that FF Amiga fits in 512kb. I take my hat off to Richard. Absolutely amazing job. And the time frame sounds equally as crazy.

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12 August 2023, 20:42 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 689

FUTURE COMBAT Part 1, FINALLY! (AMIGA)

Well the myth or mystery if you choose is over for some of us, for many many years Future Combat pt.II was available to play but this was not the case for pt.1, did it ever exist or was pt.II just named that way we thought as there has been no pictures or any video footage of it anywhere,...well now that's changed and this mystery is finally closed and I've managed to fill another missing gap in Amiga longplays on Youtube!

A previous EAB thread many years ago brought the mystery up of pt.1: https://eab.abime.net/showthread.php?p=1004480

The game is rock hard, I lost 49 lives! Good job for the trainer!

Thanks to one of the programmers confirming the first game did exsist on my "let's play" video of pt.II, this resulted in me once again searching for the Amiga ADF of pt.1, I eventually found 2 of them and neither worked but so I contacted Ross "The Boss" and he was able to fix the issues and now finally the first game can be played and here it is in full, Ive attached the video of pt.II below that for completion sake.

FUTURE COMBAT pt.I: [Show youtube player]

FUTURE COMBAT pt.II: [Show youtube player]

12 August 2023, 23:08 #2

Seiya
Registered User

Join Date: Nov 2014
Location: Italy

yes, i both inserted in my collection.

Posts: 1,990

Yesterday, 08:56 #3

Aladin
Registered User

Join Date: Nov 2016
Location: France
Posts: 796

Thanks for finding the game and thanks to Ross for making it work.

Yesterday, 10:00 #4

Gzegzolka
Registered User

Join Date: Feb 2014
Location: Warszawa / Polska
Posts: 1,668

Thanks for saving and preserving part of our history.

Yesterday, 11:36 #5

Aladin
Registered User

Join Date: Nov 2016
Location: France
Posts: 796

Future combat is an original amiga game?

Future Combat part 1 (1989 Bignonia)
Future Combat part 2 (1992 Bignonia)
https://amiga.abime.net/games/view/future-combat-part-2

Bignonia's other games are c64 remakes

Aztec Challenge (1993 Bignonia)
https://amiga.abime.net/games/view/aztec-challenge
https://www.lemon64.com/game/aztec-challenge

Bagitman (1992 Bignonia)
https://amiga.abime.net/games/view/bagitman
https://www.lemon64.com/game/bagitman

Donkey Kong (1993 Bignonia)
https://amiga.abime.net/games/view/donkey-kong
https://www.lemon64.com/game/donkey-kong-atarisoft

Frantic Freddie (1990 Bignonia)
https://amiga.abime.net/games/view/frantic-freddie
https://www.lemon64.com/game/frantic-freddie

Pharaohs Curse (1990 Bignonia)
https://amiga.abime.net/games/view/pharaohs-curse
https://www.lemon64.com/game/pharaohs-curse

Popeye 1 (1993 Bignonia)
https://amiga.abime.net/games/view/popeye
https://www.lemon64.com/game/popeye

Zaxxon (1995 Bignonia)
https://amiga.abime.net/games/view/zaxxon
https://www.lemon64.com/game/zaxxon

Last edited by Aladin; Yesterday at 12:12.

Yesterday, 12:48 #6

TCD
HOL/FTP busy bee

Join Date: Sep 2006
Location: Germany
Age: 45
Posts: 29,233

Quote:

> Originally Posted by **Aladin**
> *Future combat is an original amiga game?*

Had a quick look and couldn't find any info about 'Future Combat' on the C64.

Today, 18:32 #7

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 46

You done it again Zeus, after finally revealing the true mystery/missing ending of Predator you now solved another mystery, thanks from the Amiga community Zeus for locating the game and recording it in full and thanks Ross for fixing the issues, another missing gap now filled in the Amiga world.

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Thread	Thread Starter	Forum	Replies	Last Post
Back To The Future Part 2 - WHDLoad issues	ransom1122	Retrogaming General Discussion	14	19 December 2022 10:29
The Fan Game - Back to the Future Part III	AMIGASYSTEM	Amiga scene	30	28 February 2019 12:07
Future Combat (Bignonia)	Asman	request.Old Rare Games	7	17 February 2015 16:10
Back To The Future Part III - Crash on stage 3	alkis21	project.WHDLoad	6	05 June 2011 23:29
Back To The Future Part III Train Level	CodyJarrett	support.Games	16	22 June 2006 21:44

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Forum Rules

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01 July 2022, 19:03 #41

Galahad/FLT
Going nowhere

Join Date: Oct 2001
Location: United Kingdom
Age: 50
Posts: 8,841

Quote:

> Originally Posted by **jotd**
> *I would have stated the exact opposite.... without any insults or whatever because I don't agree (sorry)*

Not going to react, not going to react.

If Jeff slags off Hueslbecks music, then that's it gloves are off (Dan Scott shush!!), all is well with the world, I'm calm, its alright now.....

01 July 2022, 23:48 #42

jotd
This cat is no more

Join Date: Dec 2004
Location: FRANCE
Age: 52
Posts: 7,600

Nah, not going to get angry. Chris Hulsbeck & Richard Joseph productions are both great. Chris music on "Bad Cats" was even praised by Zeus, while he slightly criticized the rest of the game in one of his best videos

Quote:

> Originally Posted by **TCD**
> *There, there, maybe you just need a bit more time with it so it gets to know you better? I know that after level 1-1 there are some cheap shots, but I can assure you that you can master Gods Turrican 2 isn't that bad*

I tried and tried, but the rotating laser is just too slow to switch on, and by that time the bees have drained all my energy...

02 July 2022, 01:54 #43

d4rk3lf
Registered User

Join Date: Jul 2015
Location: Novi Sad, Serbia
Posts: 1,531

Quote:

> Originally Posted by **Anubis**
> *I think that those that disagree with this review are now obligated to create video to show how game in question(s) have superb design or how they are good/cool games.*
>
> *Put some work behind your words...*

I think what some people dislike in his videos, is not so much that people think these are good games, but the way how it's presented... how these videos are made.
Watching guy just playing some shitty game and swearing constantly, never holds my attention for more then 10 seconds.

And of course, ZEUSDAZ have every right to create whatever video he likes.
And even I am personally not a big fan, I wish him success.

Now look in comparison to some AVGN video, that is also channel dealing with shitty games. AVGN have script, voice over, history of the game, great editing, intentionally badly composited effects. comic relief.. etc...
I know it takes a lot more time (and skills) to create video like avgn... but I guess that's the reason of vast difference in channels popularity (and a small fact that avgn started 15 years earlier)

02 July 2022, 04:53 #44

TCD
HOL/FTP busy bee

Join Date: Sep 2006
Location: Germany
Age: 45
Posts: 29,890

Quote:

> Originally Posted by **jotd**
> *I tried and tried, but the rotating laser is just too slow to switch on, and by that time the bees have drained all my energy...*

The spread shot works well for them. Also use the power lines to clear the bees and then take out the nest with the laser.

02 July 2022, 08:41 #45

BippyM
Global Moderator

Join Date: Nov 2001

Thread cleaned up

Dreadnought
Galahad
Tigerskunk

To to pm and keep your disagreement out of threads.

Thanks

Location: Derby, UK
Age: 48
Posts: 9,350

02 July 2022, 12:56 #46

rothers
Registered User

Join Date: Apr 2018
Location: UK
Posts: 472

Quote:

> Originally Posted by **ice8629**
> *You don't like Zeus's content then?!,...or is it because certain members have taken this WAAAAAY off topic with no fault of Zeus in this happening?!*

Thread quality has improved since upgrades were made

04 July 2022, 17:38 #47

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 42
Posts: 6,645

Quote:

> Originally Posted by **mcgeezer**
> *Maybe he should start another channel called "The really ultra shit game channel".*

I second that!

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Thread	Thread Starter	Forum	Replies	Last Post
Ghosts 'n Goblins vs Ghouls 'n	ZEUSDAZ	Retrogaming General Discussion	37	13 March 2019

Similar Threads

Ghosts - Which Is Best?				14:14
Working ghosts n goblins and ghouls and ghosts for gotek/flashfloppy	superst4r	support.Games	7	12 January 2019 23:46
Ghosts 'n Goblins	DeafDaz	support.Games	5	09 August 2011 16:25
Ghosts'n Goblins	fc.studio	Games images which need to be WHDified	59	24 March 2008 09:51
Ghosts 'n Goblins	Kodoichi	HOL data problems	8	03 March 2003 16:55

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30 July 2023, 19:05 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 691

G-LOC, a god awful conversion on the beloved Amiga.

Well well well, G-LOC is certainly not in anyone's good game light according to many of the forums I've read and amiga magazines (even though SHOCKINGLY Amiga Action and Amiga Mania gave it 70 to 80%!, money exchanged hands at that time or the reviewers were on serious drugs for such shockingly high marks), mind you the arcade game wasn't that good or fun either.

The game is awful, terribly boring, seriously dull colours, no fun on any level, it really has the typical U.S. Gold badge all over it,...cash in quickly, to hell with the programming,...I mean It's only the masses with no money we're selling it to.

This has been requested many times for me to put int the Shit Game Time series so now it has to be done, just dreadful.

G-LOC, SHIT GAME TIME REVIEW: [Show youtube player]

Staying on the same subject, I decided to longplay (with cheats) this pile of poo as there has been no longplay of this version on youtube.

This was an absolutel nightmare to do as the only crack release of it was not checked correctly by the crack group as it constantly crashes on both emulator and real A500 hardware (screen shot of crash below), so to do it I had to re-record all the levels seperately (thanks to a level skip cheat) as they kept crashing and stitch them all together, after all my work we can finally see all 16 levels along with the full ending (kudos to me!).

G-LOC (AMIGA - FULL GAME with full ending): [Show youtube player]

Attached Thumbnails

30 July 2023, 20:10 #2

van_dammesque
Registered User

Join Date: Aug 2014
Location: England
Posts: 206

Terrible game, IRC I am lucky my A500+ didn't like it
The depth of game play is akin to an Atari 2600, no offense to a 2600, but really basic and shallow.
And the colour palette choice on missions 5 & 16, on 5 I didn't know if you flying upside down!
LOL at the ending, I also note the ZX Speccy font on the typewriter!

31 July 2023, 22:41 #3

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 47

Just played it, jesus wept what a dull piece of crap, dull cruddy uninteresting graphics, lame gameplay and just too hard and all that for £25.99 back in the day!

Well done for doing a longplay of it so anyone interested can now see the whole game including the full ending, must have been a nightmare to do as the game decides to crash at any point,...which I found out for myself and without a trainer just impossable to get through.

01 August 2023, 20:16 #4

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 42
Posts: 6,626

Well at least you hit more than me. I really wonder what the purpose of the bullets is, you don't seem to really hit anything even if firing at something straight on. not the enemies though, they're practically hitscanners.

01 August 2023, 21:36 #5

Seiya
Registered User

Join Date: Nov 2014
Location: Italy
Posts: 2,035

gameplay is different from Afterburner and hit enemies is more difficult because are more resistant and in plus you must defend yourself from enemies missiles.
Maybe Amiga has a very ugly graphics, but not bad as arcade flight game.

Last edited by Seiya; 02 August 2023 at 20:06.

02 August 2023, 19:32 #6

rothers Registered User Join Date: Apr 2018 Location: UK Posts: 472	That ending sequence...

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Thread	Thread Starter	Forum	Replies	Last Post
Shit Game Time: Challenger (Amiga), a god awful shmup.	ZEUSDAZ	Retrogaming General Discussion	10	29 August 2022 23:36
G loc on Amiga	sandruzzo	Retrogaming General Discussion	11	24 December 2019 04:16
CASTLEVANIA - Good God what a bad Amiga game!	ZEUSDAZ	Retrogaming General Discussion	32	23 August 2019 05:15
I bow down to the Amiga god	wasntme	Member Introductions	1	15 April 2014 23:49
Spilled Water on my beloved Amiga	souls	support.Other	27	18 March 2014 15:28

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04 August 2023, 14:30 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 690

Hall of Light, what have you done! :-(

We've all had websites that we really love, the way it looks and the ease of use, then one day (usually to our horror) the chaps that look after that site decide to have a complete change (change is good,...apparently), the display and look has totally changed, the ease of use has disappeared and you're now feeling sad,...HALL OF LIGHT, WHAT HAVE YOU DONE!

I just don't like it, I know others will but for me It's not as nice to look at, the text is hard to read because It's now light blue on a slightly darker blue background,...for goodness sake change the text colour to white!

The other thing I don't like about it is before all the info on a game can be seen on the same screen which is really great for when I'm gathering info for any of my commentary videos so I can take a single snapshot, now you have to scroll down and take at least 2 pics per game info, It's just more work to find info on a game and the whole thing now looks bland, I know It's a free site to view and I thank those that keep the site going but I'm gutted on the changes that have taken place, what are your thoughts?!

04 August 2023, 14:39 #2

acidbottle
Registered User

Join Date: Jul 2018
Location: Scotland
Posts: 758

I like it!

Feels crisp and more modern, is fast and search works just fine.

I do see the point about all info on one screen, perhaps a picture resize at the top is required but other than that, is cool as ever.

04 August 2023, 14:46 #3

TCD
HOL/FTP busy bee

Join Date: Sep 2006
Location: Germany
Age: 45
Posts: 29,656

Since you missed the feedback thread, you can still use the old layout: https://oldhol.abime.net/

Data is not being updated anymore though.

04 August 2023, 14:52 #4

CodyJarrett
Global Moderator

Join Date: Mar 2001
Location: UK
Age: 46
Posts: 6,147

Quote:

> Originally Posted by **ZEUSDAZ**
> *We've all had websites that we really love, the way it looks and the ease of use, then one day (usually to our horror) the chaps that look after that site decide to have a complete change (change is good,...apparently), the display and look has totally changed, the ease of use has disappeared and you're now feeling sad,...HALL OF LIGHT, WHAT HAVE YOU DONE!*

It's not change for the sake of change. The old site hadn't changed its frontend for a long time because we concentrated on content. It also used tables for design, a lot of inline CSS and mixed database queries, functionality and presentation which makes it hard to maintain.

It was never the plan to fossilise the site as an example of early 2000s web design. Monitors have become widescreen and smartphones were invented. It's necessary for websites to work in a certain way or Google will penalise it - like it or not.

I've already said in the feedback threads that I'll create a retro skin that will look the same and will work better on Amiga browsers.

Quote:

> Originally Posted by **ZEUSDAZ**
> *I just don't like it, I know others will but for me It's not as nice to look at, the text is hard to read because It's now light blue on a slightly darker blue background,...for goodness sake change the text colour to white!*

The text colour is already white. Which browser are you using?

Quote:

> Originally Posted by **ZEUSDAZ**
> *The other thing I don't like about it is before all the info on a game can be seen on the same screen which is really great for when I'm gathering info for any of my commentary videos so I can take a single snapshot, now you have to scroll down and take at least 2 pics per game info, It's just more work to find info on a game and the*

> *whole thing now looks bland, I know It's a free site to view and I thank those that keep the site going but I'm gutted on the changes that have taken place, what are your thoughts?!*

Even the old site had scrolling on most entries. Also, it's a feature to have all the relevant information about a game on a single rather than multiple different entries.

04 August 2023, 16:23 #5

Retroplay
Lemon Curry ?

Join Date: Sep 2004
Location: Denmark
Age: 48
Posts: 3,994

Quote:

> Originally Posted by **CodyJarrett**
> *I've already said in the feedback threads that I'll create a retro skin that will look the same and will work better on Amiga browsers.*

Forgot to say thank you for looking into that, can't wait for it to happen.
I do use Firefox on a desktop PC, none of that "smart"-phone rubbish but it sure would be nice to browse HOL the good old way.

Quote:

> Originally Posted by **CodyJarret**
> *It's necessary for websites to work in a certain way or Google will penalise it - like it or not.*

Google-smoogle, screw them and their interwebs monopoly.

Ok, that's enough of me ranting about the evil G, but looking forward to the the retro skin.

04 August 2023, 19:25 #6

Bren McGuire
Registered User

Join Date: Nov 2019
Location: Croydon
Posts: 422

was a new thread on this necessary???

04 August 2023, 20:14 #7

ZEUSDAZ
Registered User

Quote:

> Originally Posted by **TCD**
> *Since you missed the feedback thread, you can still use the old layout: https://oldhol.abime.net/*
>
> *Data is not being updated anymore though.*

Join Date: Nov 2014
Location: England
Posts: 690

Ah cheers, I didn't see that link, that's better, cheers.

Oh just to say I'm a Firefox man not a "grab all info off everyone" Google user.

I also didn't realise there was a former thread on this subject, sorry about that, if I saw it I wouldn't have created this new thread.

Last edited by ZEUSDAZ; 04 August 2023 at 23:26.

04 August 2023, 20:21 #8

malko
Ex nihilo nihil

Join Date: Oct 2017
Location: CH
Posts: 4,646

G@@gle uses bots (not users).
The day this company will collapse (if ever), I won't miss it.

04 August 2023, 22:07 #9

redblade
Zone Friend

Join Date: Mar 2004
Location: Middle Earth
Age: 39
Posts: 2,064

Quote:

> Originally Posted by **malko**
> *G@@gle uses bots (not users).*
> *The day this company will collapse (if ever), I won't miss it.*

You may if it takes Android and YouTube with it, I know I will, I've got a 2nd hand iPhone at the moment and it sucks that cheap Android phones might only get a 2 Year support for exploits before the manufacturer stops supporting it.

04 August 2023, 23:20 #10

Megalomaniac
Registered User

Join Date: Sep 2022
Location: Eastbourne
Posts: 658

If people searching for an old Amiga game on google can find a link to HoL, it could bring them back into our world. Making the site more google-compliant feels like a good idea. Being able to use the site on mobiles is great too, not everyone has access to desktop machines constantly. Colours look good on Firefox for me as well.

04 August 2023, 23:29 #11

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 47

Just my 2 cents, kudo's for wanting to update the site but I'm old school and prefer the former look, much nicer to my eyes

04 August 2023, 23:30 #12

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 42
Posts: 6,619

> Quote:
> Originally Posted by **Bren McGuire**
> *was a new thread on this necessary???*

It's a discussion forum, necessity is kind of besides the point.

05 August 2023, 00:15 #13

alkis21
Zone Friend

Join Date: Jul 2002
Location: Athens, Greece
Age: 48
Posts: 1,389

For what it's worth, I'm one of those people who almost always hate change and I love the new design. It took a few visits to get used to, and I get where Zeusdaz is coming from, some sites have given us that old "coming home" familiar feeling by remaining identical for years, EAB is one of them. But this change is definitely for the best, and I am grateful to the guys who dedicate their time to it.

05 August 2023, 03:07 #14

PatmanQC
Registered User

Join Date: Jul 2018
Location: Bettendorf
Posts: 314

Maybe you should do a video on why it sucks? :-)

05 August 2023, 03:24 #15

giantclam
Registered User

Join Date: Jan 2015
Location: australia
Posts: 397

Disappointed, but, I do recognize the need for change (to better suit modern browsers) ~ the new site looks like crap in links2/lynx now...(but I haven't futzed with html options yet)...

05 August 2023, 07:57 #16

dreamkatcha
I've got a new byline

Join Date: Mar 2002
Location: Manchester, UK

It's essential for modern websites to be reflowable to suit all screen resolutions. The new design ticks that box so is a massive improvement for this reason alone. It's not just a desktop vs smartphone argument. Say you have really poor eyesight and so make your desktop font huge... then you'd have to manually scroll left and right across every single line of text, making the whole experience uncomfortable and frustrating.

Posts: 1,180

05 August 2023, 09:39 #17

TCD
HOL/FTP busy bee

Join Date: Sep 2006
Location: Germany
Age: 45
Posts: 29,656

I'd like to show an example why the new way to present the data is quite useful:

The Secret Of Monkey Island
HOL v2: https://oldhol.abime.net/1859
HOL v3: https://amiga.abime.net/games/view/t...-monkey-island

On HOL v2 you have a bunch of (budget) publishers and artists. There's no info when which release was published. The artists roles are in the notes.

On HOL v3 you now have roles for each of the artists and each release has its own year and rarity.

While the looks and Google-ability changed, the main reason was actually to be able to present the information about the games in a more concise form. Before (in HOL v2) a simple title screen change would mean a new entry had to be created. Now we can just add a new version to the game.

Filling in the new info takes time, so the difference won't be visible at once. I hope that clears the 'why the heck did you do that?' part up a bit.

05 August 2023, 10:16 #18

A500
Registered User

Join Date: Jun 2017
Location: Finland
Posts: 304

Quote:

> Originally Posted by **alkis21**
> *For what it's worth, I'm one of those people who almost always hate change and I love the new design. It took a few visits to get used to, and I get where Zeusdaz is coming from, some sites have given us that old "coming home" familiar feeling by remaining identical for years, EAB is one of them. But this change is definitely for the best, and I am grateful to the guys who dedicate their time to it.*

Same here. It took some getting used to, but it's easy to see now that HOL v3 is an improvement

05 August 2023, 11:14 #19

giantclam
Registered User

Join Date: Jan 2015
Location: australia
Posts: 397

Quote:

> Originally Posted by **TCD**
> *I'd like to show an example why the new way to present the data is quite useful:*
>
> *The Secret Of Monkey Island*
> *HOL v2: https://oldhol.abime.net/1859*
> *HOL v3: https://amiga.abime.net/games/view/t...-monkey-island*
>
> *On HOL v2 you have a bunch of (budget) publishers and artists. There's no info when which release was*

> *published. The artists roles are in the notes.*
>
> *On HOL v3 you now have roles for each of the artists and each release has its own year and rarity.*
>
> *While the looks and Google-ability changed, the main reason was actually to be able to present the information about the games in a more concise form. Before (in HOL v2) a simple title screen change would mean a new entry had to be created. Now we can just add a new version to the game.*
>
> *Filling in the new info takes time, so the difference won't be visible at once. I hope that clears the 'why the heck did you do that?' part up a bit.*

I do like me an example ~ it leads to demonstration....

With little doubt, HOL x3 is an improvement, all the disappointment I have is merely/mostly to do with html presentation in order text based console web-browsers. I think it's somewhat akin to aminet in a way ; it remains the way it is for a reason (we know what that reason is)....but...demo time, right?....

....the way I have the emulator setup, is for users to use links2 (in graphical mode), to land at for example whdownload front page ...for this example I've already navigated the 'S' page for the title here...

Users could click on the HOL entry number, to read about/see screenshots etc etc, especially useful when one comes across a game title never heard of before... and it used to look like this...

...it was always justified to the left (you could add left margin in links config to make it a bit better), but otherwise totally useful....in X or on the console....

...now with HOL v3 the same exercise looks like this....

.....and whereas before you could navigate the page normally, now it's.... [Show youtube player]

05 August 2023, 12:29 #**20**

Seiya

you could install 2 themes: modern and classic.
Who love new layout will use the modern one.

Registered User Join Date: Nov 2014 Location: Italy Posts: 2,031	Who love old layout will use the old one

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More Scans for Hall of Light	jjsmith	HOL contributions	12	03 January 2006 11:53
Scans for Hall of Light	jjsmith	HOL contributions	2	03 October 2005 13:30
Hall of Light !!! Whose the boss ?????	synchro	HOL suggestions and feedback	7	11 July 2004 19:50

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-- EAB3 skin

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06 August 2023, 02:45 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 688

Luxor (Amiga), a poor man's Soldier of Light?!

I think It's fair to say many of us (most likely on emulator) have played Soldier of Light (aka Xain'd Sleena) an 80's arcade game, I personally didn't like it but others did, well this game was nominated by a Youtuber to be reviewed on the shit game time series and I have to say this looks extremely familiar, in fact I'd go as far as saying a poor man's version of this arcade game, I give you Luxor.

This really is a joke, it sold for £14.95 back in the day and up until the review I had never played it and to my disgust I actually complete it during this video, now if that happened back in the day after spending 15quid I'd be returning it back to the shop quicker than an eye blink,...however it has a nice end screen especially if you're a 15yrs old

Luxor on the Amiga, shit game time review: [Show youtube player]

Attached Thumbnails

06 August 2023, 10:13 #2

Seiya
Registered User

Join Date: Nov 2014
Location: Italy
Posts: 1,968

arcade game not so much beautiful. Very frustrating difficulty. C64 and Amiga bad conversion

Yesterday, 19:20 #3

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 45

OMG that end screen

Yesterday, 20:01 #4

saimon69
J.M.D - Bedroom Musician

Join Date: Apr 2014
Location: los angeles,ca
Posts: 3,195

Quote:

> Originally Posted by **Seiya**
> *arcade game not so much beautiful. Very frustrating difficulty. C64 and Amiga bad conversion*

You are imo too young to appreciate: i did shown at least 2000 lire per session (10 tokens) every time i did go to the beach arcade in Torrette di Fano in 1987: passed the three screens by three screens mothership and almost finished all the levels, but was getting REALLY tough -_-

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Poor man's PAL on NTSC composite A520	Sinphaltimus	support.Other	1	24 April 2018 23:59
Soldier Of Light problem.	BubBob	support.WinUAE	5	21 March 2011 08:13
where can i find soldier of light ROM?	r789	request.Old Rare Games	1	15 March 2006 01:03

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02 July 2022, 00:22 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 660

16-Bit: Manic Miner, Chuckie Egg, Jet Set Willy II, what were they thinking?

Nobody can deny that these 3 games were (and still are) classics that were played and enjoyed by so many retro gamers back in the day (Chuckie Egg for me) and as we all went up to 16-bit machines we started to ask would some of these classics we used to play be converted over to the Amiga and ST, sadly yes, we couldn't keep our mouths shut, we asked and they came to be, 3 perfect examples of be careful what you wish for because you might just get it

My take on Manic Miner for the Amiga: [Show youtube player]

My take on Jet Set Willy II for the Amiga: [Show youtube player]

My take on Chuckie Egg for the Amiga: [Show youtube player]

Three sad moments in the Amiga and ST's life

I wonder how many are going to verbally abuse me this time

Attached Thumbnails

Last edited by ZEUSDAZ; 02 July 2022 at 01:01.

02 July 2022, 05:30 #2

Thorham
Computer Nerd

Join Date: Sep 2007
Location: Rotterdam/Netherlands
Age: 46
Posts: 3,407

Quote:

> Originally Posted by **ZEUSDAZ**
> *I wonder how many are going to verbally abuse me this time*

Not me, it's a dirty job and someone has to do it

02 July 2022, 10:57 #3

jotd
This cat is no more

Join Date: Dec 2004
Location: FRANCE
Age: 51
Posts: 7,156

Well, when I created 1:1 ports of Pacman, Amidar... people asked me if I could "enhance" the graphics, and I said no for this exact reason: 8 bit games must remain 8 bit. If you adapt them to 16 bit there's something wrong. But in the eighties/nineties, this wasn't the trend: games had to look colorful, had to scroll, with copperbars everywhere...

Manic Miner seems a fair effort, though, with 8-way scroller and all.

But you're right, it's a 8 bit style game, pixel perfect / super frustrating style. Any attempt to "modernize" it is doomed to fail. Maybe look at the 16 bit version of Scramble (Squamble) that looks like shit too...

02 July 2022, 11:02 #4

dreadnought
Registered User

Join Date: Dec 2019
Location: Ur, Atlantis
Posts: 1,556

Quote:

> Originally Posted by **ZEUSDAZ**
> *I wonder how many are going to verbally abuse me this time*

I really scratch my head whenever somebody on the internet has no problem with criticizng others, but absolutely can not bear to be criticised themselves. How does that work exactly?

You've "verbally abused" many devs in some of your comments, and I presume the videos too, nevermind the games. And it's usually conducted using crude language, full of cursing and ad hominems.

Now, I don't have a problem with you doing this (even though I think it's pathetic) but the moment you start playing the victim an objecting that people might have different opinion then this is a problem.

02 July 2022, 11:47 #5

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 660

Quote:

> Originally Posted by **dreadnought**
> *I really scratch my head whenever somebody on the internet has no problem with criticizng others, but absolutely can not bear to be criticised themselves. How does that work exactly?*
>
> *You've "verbally abused" many devs in some of your comments, and I presume the videos too, nevermind the games. And it's usually conducted using crude language, full of cursing and ad hominems.*
>
> *Now, I don't have a problem with you doing this (even though I think it's pathetic) but the moment you start playing the victim an objecting that people might have different opinion then this is a problem.*

Erm you did notice the laughing face didn't you?! And you know sarcasm yes?!,...because that's what it was hence the laughing face.

In other words me being verbally attacked on internet is water off a ducks back to me, if it bothered me I would constantly be biting back but I don't, I actually find it amusing because not only is it the minority doing it compared to the amount of praises I get for SGT videos,...but I'm being paid for them too So it's all good my end and I'm certainly not going to stop these

videos because of just a few who don't like them.

You were obviously intrigued enough to click the feed, your a closet SGT fan

02 July 2022, 12:05 #6

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 39

Quote:

> Originally Posted by **Thorham**
> *Not me, it's a dirty job and someone has to do it*

Me neither, hearing Zeus play these (and lets be honest with ourselves here) crappy games reminds me just how I was feeling after spending my money on some of these bad games back in the day especially after reading a positive mag review and then finding out It's crud,...angry and cheated!

I don't think a small amount of Flak really bothers him compared to the amount of those that seem to enjoy them and even pay request,...me being one of them, if it did bother him I'm sure he would simply stop doing them.

Keep'em comng Zeus

P.s, Dreadnought closet SGT fan That was funny, probably true too

02 July 2022, 12:49 #7

dreadnought
Registered User

Join Date: Dec 2019
Location: Ur, Atlantis
Posts: 1,556

Quote:

> Originally Posted by **ZEUSDAZ**
> *Erm you did notice the laughing face didn't you?! And you know sarcasm yes?!,...because that's what it was hence the laughing face.*

Sorry. It is the weirdest emoticon ever for "lol", but apparently that's what it is, so fair enough.

Again, it's absolutely not about me wanting you to stop making these videos or having a problem with people praising them - and even paying for them . Compared to some other ridiculous stuff that's been going on the web since its inception your channel truly is a small fry, and people shilling their utube grift on forums is a new status quo everywhere, so, it's not really a big deal.

Seeing as I commented just a few times in some of your countless threads (and never clicked on a video) hardly makes me "closet fan" but, ok, whatever helps you guys cope with criticism

But the bottom line is, as always, that I reserve the right to comment on some of the bigger narratives that these threads bring out to the fore. Note to mods: it has nothing to do with some non-existent personal disagreements with Galahad or anybody else.

02 July 2022, 14:56 #8

Adropac2
Zone Friend

Join Date: Jan 2006
Location: Kent
Age: 50
Posts: 965

I remember being massively disappointed with Manic Miner on the Amiga because the developer clearly had no idea what made the game so monumentally brilliant. An unbelievably amazing game on the 8bits and one I still very much enjoy. Yup basically perfection like no other and the Amiga version was an abomination

The game itself if played purely for how it plays on the Amiga is not broken or anything but it's just such a pointless thing when the original is so perfect. Another thing I notice on the Amiga version is that it doesn't require pixel perfect jumps that sometimes you absolutely must do. I always refer people to MM on the 8bits when describing what actual pixel perfect really meant.

I think all 8 bit versions are really good but I'd give the nod to the C64 version because the control change makes it is less fussy

I'd dearly love to see a real Manic Miner port for the Amiga one day oh and the equally fantastic Jet Set Willy

I enjoyed Chuckie Egg on the Amiga and don't personally judge it so harshly because it is still fundamentally the same unlike Manic Miner and JSW. It looks an unnecessary mess visually initially coming from the clean 8bit look but you do adjust. I think the controls are just as tight and it's a good game still but I can at least understand why it may make some people vomit. I expect a lot of people enjoyed the Amiga version more than they did for MM and JST so yeah I disagree with this one

Last edited by Adropac2; 02 July 2022 at 15:35.

02 July 2022, 15:31 #9

alexh
Thalion Webshrine

Join Date: Jan 2004
Location: Oxford
Posts: 13,719

The Atari ST got a very interesting conversion of Jet Set Willy. Read the developers release notes.

Code:

```
Jet Set Willy for Atari ST (1989)
=========================================
by Paul Taylor <paul.taylor@pragma.co.uk>
and Carl Whitwell

Here it is, the official-but-unreleased Atari ST version of Jet-Set
Willy, developed with the assistance of Software Projects! We spent
a lot of time on it including travelling to Liverpool, but we never
really got much return on our effort.

The program was originally tested on an ST520, so I don't know if it
runs on TTs or anything fancy like that. It requires a colour monitor.

As for screenshots, there is really no need for them - it is 99.9%
impossible to distinguish from the original Spectrum version!

Hope you have fun with it!  There is a teleport facility, but I can't
remember how you access it.


MAKING THE GAME
---------------

My friend Carl Whitwell and I actually produced the Atari ST version of
JSW for Software Projects. The guy we were working for was Tommy Barton,
who was one of the directors of Software Projects, and the year was
1989. We finished writing the game, which was an absolutely perfect
reproduction of the original ZX Spectrum sound and graphics. If you saw
it, you would think it was the Spectrum.

We also had the opportunity to play the Commodore Amiga version of JSW,
which was not yet finished at that time. Tommy took us through to a
different room with an Amiga in it, and remarked that "Shahid Ahmad is
working from home, but there's a recent copy of it on there". We ran
```

It never got released at the time (1989) BECAUSE it was a 1:1 port.

Quote:

> Originally Posted by **Adropac2**
> *I'd dearly love to see a real Manic Miner port for the Amiga one day oh and the equally fantastic Jet Set Willy*

It should be practical to convert the Atari ST version. Ask Galahad? Or Meynaf?

Just recently someone has had a go at a new JSW for the PC which is an 8-way scroller rather than a flip-screen and it is how the 16-bit versions should have looked liked.

https://twitter.com/CPL_Games/status...53912848334849

Last edited by alexh; 02 July 2022 at 15:37.

02 July 2022, 15:52 #10

Galahad/FLT
Going nowhere

Join Date: Oct 2001
Location: United Kingdom
Age: 49
Posts: 8,714

Quote:

Originally Posted by **alexh**
The Atari ST got a very interesting conversion of Jet Set Willy. Read the developers release notes.

Code:

```
Jet Set Willy for Atari ST (1989)
=================================
by Paul Taylor <paul.taylor@pragma.co.uk>
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1989. We finished writing the game, which was an absolutely perfect
reproduction of the original ZX Spectrum sound and graphics. If you saw
it, you would think it was the Spectrum.

We also had the opportunity to play the Commodore Amiga version of JSW,
which was not yet finished at that time. Tommy took us through to a
different room with an Amiga in it, and remarked that "Shahid Ahmad is
working from home, but there's a recent copy of it on there." We ran
```

It never got released at the time (1989) BECAUSE it was a 1:1 port.

It should be practical to convert the Atari ST version. Ask Galahad? Or Meynaf?

Just recently someone has had a go at a new JSW for the PC which is an 8-way scroller rather than a flip-screen and it is how the 16-bit versions should have looked liked.

https://twitter.com/CPL_Games/status...53912848334849

What was wrong with the conversion of Manic Miner to Amiga? I remember it as being pretty close, even had that horrible piano playing at the start.

EDIT: I take it you mean JSW! I read it wrong!

02 July 2022, 17:46 #11

Dunny
Registered User

Join Date: Aug 2006
Location: Scunthorpe/United Kingdom
Posts: 1,579

Gotta disagree here with the "meant to be born and die on the 8bits" mindset. Andy Noble's remakes of MM and JSW in 2004 are brilliant on the PC.

02 July 2022, 19:22 #12

saimon69
J.M.D - Bedroom Musician

Join Date: Apr 2014
Location: los angeles,ca
Posts: 2,936

Maybe we should do a 1:1 port in native 68k code BUT that emulates even the color clash and the crunchy beeper - not an easy feat to achieve

02 July 2022, 23:15 #13

Havie
Registered User

Join Date: Mar 2012
Location: UK
Posts: 1,764

Three terrible games - totally agree.

There have been some excellent remakes over time - the old Retroremakes crew used to have a lot of fun with JSW online I remember.

Graphics could be coloured up but should not scroll - that's the issue!

And as for Chuckie Egg...

03 July 2022, 01:12 #14

Galahad/FLT
Going nowhere

Join Date: Oct 2001
Location: United Kingdom
Age: 49
Posts: 8,714

I loved Chuckie Egg on the BBC B, but it was a game of its time.

At no point when I got my Amiga did I want to bother with chuckie egg again, because it was never about the graphics.

I think it would have been a moderately acceptable budget release with 2-3 other 8 bit classics on the same disc, but certainly not as a standalone title.

03 July 2022, 05:28 #15

Thorham
Computer Nerd

Join Date: Sep 2007
Location: Rotterdam/Netherlands
Age: 46
Posts: 3,407

Quote:

> Originally Posted by **ice8629**
> *Me neither, hearing Zeus play these (and lets be honest with ourselves here) crappy games reminds me just how I was feeling after spending my money on some of these bad games back in the day especially after reading a positive mag review and then finding out It's crud,...angry and cheated!*

Those developers knew damned well that their product was bad, yet wanted your money anyway. Shameful really.

03 July 2022, 14:23 #16

Havie
Registered User

Join Date: Mar 2012
Location: UK
Posts: 1,764

Quote:

> Originally Posted by **Galahad/FLT**
> *I loved Chuckie Egg on the BBC B, but it was a game of its time.*
>
> *At no point when I got my Amiga did I want to bother with chuckie egg again, because it was never about the graphics.*
>
> *I think it would have been a moderately acceptable budget release with 2-3 other 8 bit classics on the same disc, but certainly not as a standalone title.*

Played it on the Speccy and it was a revelation when you got through all the levels for the big bird to come out of it's cage and chase you. Amazing! Jump is a bit dodgy though...

03 July 2022, 21:24 #17

sneeker
Registered User

Join Date: Mar 2008
Location: Manchester!
Posts: 309

Chuckie egg of the bbc was a masterpiece, chuckie egg on the amiga was a horrible mess, they tried to update the graphics and it made it near impossible to see, and the controls where nowhere near as responsive.

I played chuckie egg at play expo 2016 I think,27 years after I had a bbc, and I still had the muscle memory to get to level forty something (2 birds and the dodos)

03 July 2022, 23:21 #18

Axxy
Registered User

Join Date: Jun 2003
Location: UK
Age: 60
Posts: 164

Tbh, I didn't particularly like Manic Miner or Jet Set Willy on the speccy back in the day, both were a bit lame..

Now, Chuckie Egg on the speccy on the other hand was brilliant. Even with the colour gash, jumping onto ladders in this game should be done in all games like this.

Every time I played games on the Amiga or PC that involved ladders or something to climb up and down, the detection or lack of when stood nearby still pisses me off today.

I'm playing Sniper Elite 5 (PC) atm and just like SE4, sometimes trying to get on the ladder just makes me cringe and swear like a trooper when the game doesn't detect it and you can't get on the ladder or you fall down the hole to your death, still 39 years later ladders are still a bugger in games.

04 July 2022, 03:25 #19

DisasterIncarna
Registered User

Join Date: Oct 2021
Location: England
Posts: 776

at least JSW II wasnt a black and white spectrum type of port.

04 July 2022, 13:42 #20

Bruce Abbott
Registered User

Join Date: Mar 2018
Location: Hastings, New Zealand
Posts: 1,584

Quote:

> Originally Posted by **DisasterIncarna**
> *at least JSW II wasnt a black and white spectrum type of port.*

The idea of a *port* is make it as close as possible to the original - barring bug fixes and performance improvements. The problem with the Amiga versions of Manic Miner and JSW II is that the advanced capabilities of the Amiga were used to 'enhance' the games, which actually made them worse.

The original Manic Miner was designed to make best use of the Spectrum's monochrome graphics with attribute color and composite/rf output. Part of its charm is how every pixel is used to bring the characters to life, and the blurring/shadowing of composite video produces interesting graphical effects. Another part is the realistic and predictable character movement and synchronized sound effects that make the player feel 'connected' to the game.

The Amiga version enlarged the graphics to add detail, which required a scrolling window instead of showing the whole screen at once. It swapped the stark contrast and simplicity of the Spectrum's mono graphics for more 'realistic' colors and objects, but this totally destroyed the look and feel of the game. The original Miner Willy was a serious character with a purpose - someone you could identify with. the Amiga version is a clown with a stupidly large nose, angry scowl and cartoon-like gait. The moment you see see him you want to kill him.

Technically Miner Willy on the Amiga is a masterpiece compared to the original, but the game play is no better. The pixel perfect positioning that the Spectrum's cruder graphics enabled is gone. The main character is a goofy klutz, the enemies more cute than menacing, and the background graphics too pretty and distracting. Proof that better hardware doesn't necessarily make for a better game!

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jet set willy 3 adf?	butfluffy	request.Old Rare Games	25	06 March 2016 12:33
[Found] -> Jet Set Willy 2	Nexjen	Looking for a game name ?	16	01 May 2011 09:21
top hat willy(jet set willy)	thinlega	request.Old Rare Games	5	06 February 2003 23:23

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16 users

Master Ninja (Amiga), How could such a crime find It's way on the Amiga?

18 November 2022, 16:56 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 703

Master Ninja (Amiga), How could such a crime find It's way on the Amiga?

Well I've had the misfortune to play some shite games on the Amiga but THIS is on a whole new level of shit, Master Ninja - Shadow Warrior of Death.

God awful framerate, terrible samples, non exsistant gameplay and a BS price tag to go with it, I have a feeling this will hit a mega height on the shitomter,...and I thought Kung-Fu Master on the ZX was bad back in the mid 80's

MASTER NINJA Shit Game Time Review, shitometer rating at 21:46: [Show youtube player]

Attached Thumbnails

18 November 2022, 18:17 #2

saimon69
J.M.D - Bedroom Musician

Join Date: Apr 2014
Location: los angeles,ca
Posts: 3,273

"Graphics have been done with Deluxe Paint"
Well, Almost ALL games graphics on amiga were done with that, was the best paint program around; i take is meant to say that the artist did not know how to use it properly

_____
My Bandcamp store
My Youtube Channel
Wanna buy me a coffee?

18 November 2022, 18:42 #3

jotd
This cat is no more

Join Date: Dec 2004
Location: FRANCE
Age: 52
Posts: 7,601

never heard of that one. And it's probably normal. Painful to watch

_____
JOTD

18 November 2022, 20:16 #4

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands

Two positive things.

First: I like the backdrops, especially the mountains.

But the thing I like the most is that epic game over message. "It amazes us how badly you did!" - the developers are actually shaming you right there, ballsy. "Think of all the women and children that will suffer because of your failure!" - exactly, you don't win the game and you cause mass suffering. Set some high stakes. "Fortunately, this is a game and you can try again."

Age: 42
Posts: 6,645

As a cherry on top - a fourth wall break. At least there is some dark humor in this pile of burning trash.

But wait... there's more! Because you game over'd again and... got a different even harsher burn! That must be where the budget went to. Game over texts. Now I need to play this to game over numerous times more and see if you get slammed even harder each time.

_____
Error: signature could not be parsed.

21 November 2022, 02:07 #5

ImmortalA1000
Registered User

Join Date: Feb 2009
Location: london/england
Posts: 1,351

ST and Amiga had loads of really shit games if you compared what you got with the actual potential of the hardware technically in either case, vast majority if you ask me.

21 November 2022, 02:45 #6

Matt_H
Registered User

Join Date: Jul 2008
Location: Boston, MA
Posts: 893

Ouch.

Awful load times, even for the era, and no "Loading" screens?

Too bad. Like gimbal, I think the character and background graphics are pretty nice. And the cheeky game-over screens are also funny. The problem is that there's no animation... or gameplay.

21 November 2022, 07:33 #7

Reynolds
Alien Breeder

Join Date: Dec 2007
Location: Szigetszentmiklos / Hungary
Age: 46
Posts: 1,003

If I'd get this game first for my Amiga, I'd sell the machine immediately. Or if just see this on others' screen, I'd turn away from it forever.

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dreamkatcha

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29 April 2022, 15:21 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 639

Moonshine Racers, another racer that looks great but moves like shit

Hi all, after playing Moonshine Racers on the Amiga I'm surprised it wasn't nominated for a SGT placement earlier, I mean yes it looks very nice especially in stills but jeeeez It's as slow as an asthmatic snail carrying a load of holiday luggage!
It's just awful with no playability, no fun and no redeeming fetures that will bring you back to play it again.

So now it has finally been flushed down the poop tube into the vault of shitness and rightfully so thanks to requester "RayC".

Moonshine Racers Shit Game Time Review: [Show youtube player]

My Dog Snoopy's GoFundMe if you'd like to help him:
https://gofund.me/7c58cc62

Last edited by ZEUSDAZ; 02 July 2022 at 00:21.

29 April 2022, 15:59 #2

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41
Posts: 5,429

I mean, it's shit. No doubt about it. The frame rate is terrible, especially the first car is slow as molasses and the engine sound can get a little grating over time.

The game has style though and despite its poor framerate I got very far in it, it's quite playable. There should have been more racing games which do the radio chatter thing. It's bad and good for me.

01 May 2022, 16:00 #3

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 35

Just played it, yes It's pretty crud, looks like the same game engine was indeed used for other games like Chase H.Q and Continental Circus on the 16bits, just rubbish and deserves a SGT place

02 May 2022, 12:31 #4

van_dammesque
Registered User

Join Date: Aug 2014
Location: England
Posts: 153

Quote:

> Originally Posted by **gimbal**
> *I mean, it's shit. No doubt about it. The frame rate is terrible, especially the first car is slow as molasses and the engine sound can get a little grating over time.*
>
> *The game has style though and despite its poor framerate I got very far in it, it's quite playable. There should have been more racing games which do the radio chatter thing. It's bad and good for me.*

Yep, I played this to completion back in the day, don't know why but grew on me!

02 May 2022, 13:33 #5

CFou!
Moderator

Join Date: Sep 2004
Location: France
Age: 49
Posts: 3,744

such a waste! because the GFX are rather pretty.

02 May 2022, 13:43 #6

gimbal cheeky scoundrel Join Date: Nov 2004 Location: Spijkenisse/Netherlands Age: 41 Posts: 5,429	I guess there is no other way around it. To heck with Outrun, we need a better Moonshine Racers.

02 May 2022, 14:06 #7

Adropac2 Zone Friend Join Date: Jan 2006 Location: Kent Age: 49 Posts: 939	it does look a bit fiddly but I'm not so convinced it's bad. May have to try for myself

02 May 2022, 14:16 #8

Aardvark Registered User Join Date: Jan 2019 Location: Finland Posts: 298	Both Moonshine Racers and Chase H.Q have good framerate and speed, if played on accelerated machine in NTSC mode.

02 May 2022, 14:22 #9

Adropac2 Zone Friend Join Date: Jan 2006 Location: Kent Age: 49 Posts: 939	Quote: Originally Posted by **Aardvark** *Both Moonshine Racers and Chase H.Q have good framerate and speed, if played on accelerated machine in NTSC mode.* yeah a nice increase with NTSC alone. Been watching a few vids and it seems there is a turbo function?

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Moonshine Racers	HanSolo	project.WHDLoad	11	15 September 2018 23:04
recommend me retro racers	oneshotdead	Retrogaming General Discussion	24	19 December 2013 17:41
Moonshine Racer?	Daz	request.Old Rare Games	4	17 September 2007 20:55

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-- EAB3 skin

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12 September 2022, 01:39 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 637

Predator 1 (Amiga), real ending finally revealed after 34yrs!

I (like others) have uploaded this game in full before thinking there was no ending, even two other Amiga longplay videos on youtube state they show the real full game,...THEY DON'T!

For over 3 decades it was believed that it was not possible to correctly finish Predator 1 on the Amiga so all we had as a reward was a lousy Game Over screen with a score.

We all believed the programmers failed to put in place the rope near the end of level 4 which is needed to raise the giant log so you can squash the Predator and then run like hell before a massive explosion takes place,...well now I have finally worked out how to correctly finish it thanks to a sub who told me to take another look at the game and I can now reveal the true real ending of this game

Yes I know the game is a bit naff, It's boringly long and I've even featured it on my "Shit Game Time" series but It's always nice to see real endings in games and this one has been a myth for 34yrs,...but no longer is this the case

The problem not being able to complete it was 2 factors:

No.1: Unlike the 8-bit versions where the rope is easily seen, the Amiga version of the rope was hidden behind a thick branch hanging down which looked part of the tree which is seen in the background throughout the game so it was easily overlooked.

No.2: It wasn't easy to raise the log, it takes a weird joystick instruction to do it, I myself in a test run was punching and kicking endlessly trying to work out how to raise it until suddenly I worked out how to do it so was able to squash the Predator.

So with all that said here's the full game with true ending, I've used cheats of course but at least now the ending can be seen, It's nothing special but a god damn better reward than that lousy Game Over screen.
I've also tried timing out the explosion to see if there's a different ending but you just get the Game Over screen, at the end of the video I've also shown the bad ending where the Predator rips your spine out, enjoy.

Predator, full game with real ending screen: [Show youtube player]

Last edited by ZEUSDAZ; 12 September 2022 at 15:19.

12 September 2022, 01:59 #2

DisasterIncarna
Registered User

Join Date: Oct 2021
Location: England
Posts: 550

and so the chapter of this book ends correctly.

12 September 2022, 02:02 #3

ransom1122
Registered User

Join Date: Aug 2011
Location: Omnicorp
Age: 43
Posts: 4,804

Thank you. +1 Like from me

12 September 2022, 12:52 #4

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41

you legend!

... this game now sucks even more. Is it even possible to do this untrained?

Last edited by gimbal; 12 September 2022 at 12:58.

Posts: 5,392

12 September 2022, 14:53 #5

dreamkatcha
I've got a new byline

Join Date: Mar 2002
Location: Manchester, UK
Posts: 1,054

That's a sight to behold! Congrats!

I thought one of us was going mad when I first read this because I remember seeing that finale scene before. Now it's coming back to me. I'm sure it was Galahad who found it in the code, but it still wasn't clear if it was possible to display the image in-game by completing it properly as in the C64 version. We thought it might have been one of those 'cutting room floor' situations. That'll be it then.

12 September 2022, 15:14 #6

musashi5150
move.w #$4489,$dff07e

Join Date: Sep 2005
Location: Norfolk, UK
Age: 41
Posts: 2,343

That's just horrendous Although I was keeping an eye out, I didn't spot the 'rope' in your video until you started pulling on it. Awful.

Great job putting it to bed

12 September 2022, 15:17 #7

TCD
Registered User

Join Date: Sep 2006
Location: Germany
Age: 44
Posts: 25,249

Quote:

> Originally Posted by **dreamkatcha**
> *I'm sure it was Galahad who found it in the code, but it still wasn't clear if it was possible to display the image in-game by completing it properly as in the C64 version. We thought it might have been one of those 'cutting room floor' situations. That'll be it then.*

http://eab.abime.net/showthread.php?t=89468

It's a WinUAE screenshot, so it seems that Galahad triggered it by accident (also reads like that in the thread).

12 September 2022, 19:35 #8

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 637

Quote:

> Originally Posted by **gimbal**
> *you legend!*

I aim to please

12 September 2022, 22:49 #9

van_dammesque
Registered User

Join Date: Aug 2014
Location: England
Posts: 151

Congrats!

13 September 2022, 03:07 #10

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 34

Hail to Zeus, at last the ending is seen, well done!

13 September 2022, 11:56 #11

gimbal
cheeky scoundrel

Yeah.

Now I wonder how Galahad triggered it by accident though, there is no way you can do it this way by accident. Maybe it'll happen automatically if you just hang around long enough and beat the tar out of the predator without exiting.

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41
Posts: 5,392

13 September 2022, 12:23 #12

Predseda
Puttymoon inhabitant

Join Date: Mar 2007
Location: Tromaville
Age: 44
Posts: 6,985

Still, shit remains shitty

13 September 2022, 13:55 #13

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 637

Quote:

> Originally Posted by **gimbal**
> *Yeah.*
>
> *there is no way you can do it this way by accident. Maybe it'll happen automatically if you just hang around long enough and beat the tar out of the predator without exiting.*

Actually that's exactly how it happened , first of all I stood around the 3 dangling branches (1 at a time) and messed around with the joystick and fire button whilst fighting the Predator when he approached, suddenly out of the blue I started to raise the log but still had no idea how I was doing this, eventually I sussed it, you wouldn't know unless you were told by someone how to do it or got lucky like I did
Just standing there will not do anything, you have to input instructions from the controller.

It's nice to be the first one at things,...in this case me sussing out the Predator real ending

13 September 2022, 13:58 #14

jizmo
Registered Abuser

Join Date: Oct 2013
Location: Valencia / Spain
Posts: 282

That rope has way better camouflage than Predator

13 September 2022, 20:05 #15

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 637

Quote:

> Originally Posted by **DisasterIncarna**
> *and so the chapter of this book ends correctly.*

Indeed, sad in a way but at the same time relieved

25 September 2022, 17:21 #16

stobros
Registered User

Join Date: Mar 2018
Location: Stockholm
Age: 57
Posts: 50

Quote:

> Originally Posted by **ZEUSDAZ**
> *I (like others) have uploaded this game in full before thinking there was no ending, even two other Amiga longplay videos on youtube state they show the real full game,...THEY DON'T!*
>
> *For over 3 decades it was believed that it was not possible to correctly finish Predator 1 on the Amiga so all we had as a reward was a lousy Game Over screen with a score.*
>
> *We all believed the programmers failed to put in place the rope near the end of level 4 which is needed to raise the giant log so you can squash the Predator and then run like hell before a massive explosion takes place,...well now I have finally worked out how to correctly finish it thanks to a sub who told me to take another look at the game and I can now reveal the true real ending of this game*
>
> *Yes I know the game is a bit naff, It's boringly long and I've even featured it on my "Shit Game Time" series but It's always nice to see real endings in games and this one has been a myth for 34yrs,...but no longer is this the case*
>
> ***The problem not being able to complete it was 2 factors:***
>
> *No.1: Unlike the 8-bit versions where the rope is easily seen, the Amiga version of the rope was hidden behind a thick branch hanging down which looked part of the tree which is seen in the background throughout the game so it was easily overlooked.*

> *No.2: It wasn't easy to raise the log, it takes a weird joystick instruction to do it, I myself in a test run was punching and kicking endlessly trying to work out how to raise it until suddenly I worked out how to do it so was able to squash the Predator.*
>
> *So with all that said here's the full game with true ending, I've used cheats of course but at least now the ending can be seen, It's nothing special but a god damn better reward than that lousy Game Over screen.*
> *I've also tried timing out the explosion to see if there's a different ending but you just get the Game Over screen, at the end of the video I've also shown the bad ending where the Predator rips your spine out, enjoy.*
>
> *Predator, full game with real ending screen: [Show youtube player]*

Thanks a lot for the details and video. But I wonder what made people think there's no ending? I mean, it's obvious, there?

25 September 2022, 19:20 #17

Galahad/FLT
Going nowhere

Join Date: Oct 2001
Location: United Kingdom
Age: 49
Posts: 8,563

Quote:

> Originally Posted by **stobros**
> *Thanks a lot for the details and video. But I wonder what made people think there's no ending? I mean, it's obvious, there?*

Because no-one knew how to actually complete the game to reveal it.

Only reason I saw it was because I hacked the game to see it.

04 October 2022, 11:06 #18

Megalomaniac
Registered User

Join Date: Sep 2022
Location: Eastbourne
Posts: 19

Well, you can't accuse them of making it too easy. 34 years must be some sort of record - I know it took until 2016 for someone to 'perfectly' complete Lemmings 2 (saving every Lemming on every level), but this is ridiculous.

05 October 2022, 20:16 #19

gimbal

Not so ridiculous, you have to be crazy to willingly play this game

cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41
Posts: 5,392

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25 February 2022, 22:15 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 647

Renegade III (Amiga), Why Even Bother?

Well any of us that owned an 8-bit machine remember just how bad Renegade III was compared to the brilliant prequels so the big question is why on earth did they think for a second that if the 8-bit versions were bad then why would a 16-bit version be a better gamble?!

Well here it is, this was indeed what would have been the official release if it had been finished as mentioned by one of the programmers himself on my longplay recording of it,...not a poor PD fan made attempt.

I give you Renegade III - The Final Chapter SGT Review: [Show youtube player]

Love to hear your thoughts on this cancelled (thank god) version, enjoy!

Last edited by ZEUSDAZ; 02 July 2022 at 01:53.

25 February 2022, 23:26 #2

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41
Posts: 5,711

Man this looks even more yank than I remember it. I had the... pleasure of owning this one. I just picked it at random because the name sounded cool. We always got our pirated copies off of the same guy and he distributed a list of his games so every time we had pocket money to spend I spent ages scanning that list for titles I would want... Unfortunately I spent actual money on this :/

You got to the second stage quite quick actually, I think I only ever saw it once or twice myself

The climbing animation is... oof. *chef's kiss*.

26 February 2022, 03:08 #3

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 37

Christ!, that truly is a stinker!

As what was said in the video, why on earth bother bringing this crud to the Amiga???

27 February 2022, 02:08 #4

stevsurv
Beta 1.666

Join Date: Jun 2007
Location: in 1985
Posts: 377

Just played it for a bit and has No music, No sounds. Tried it with a trainer. Still not a pleasure to play. Terrible!
This one definitely needs an extra flush down that porcelain bowl!

27 February 2022, 17:42 #5

dreadnought
Registered User

Join Date: Dec 2019
Location: Ur, Atlantis
Posts: 1,545

The 8-bit one (I played the ZX version) is not actually that bad if you take it out of the prequel context. If it was released standalone with different protagonist and some sort of "Time Warrior" title it'd probably get 6-7s in the mags and much warmer reception in general.

Why bring it to Amiga? Well, why port anything that's already easily available? Maybe they thought the final version could improve on 8-bit or at least be passable and they couldsqueeze some bucks out of it. Maybe it was meant as a budget, who knows. In any case, it was rightfully canned so no big harm done.

27 February 2022, 18:59 #6

gimbal
cheeky scoundrel

I mean it was the Renegade IP that was on the line, I can understand that the publisher wanted to make one last ditch effort to try and salvage it. But as the demo proved, there is no amount of seasoning that makes that bland mess more palatable.

I still do like the idea behind the game, beating up T-Rexes and mummies and whatever other non-human creature. Most games just have you beating up street thugs.

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41
Posts: 5,711

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GP2X Cannoo - worth the bother or not?	MethodGit	Retrogaming General Discussion	38	10 February 2012 11:54
renegade 3	turrican3	project.aGTW	9	26 September 2007 18:51
Renegade III	CodyJarrett	Nostalgia & memories	5	05 April 2005 13:56

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14 March 2022, 19:52 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 702

Shit Game Time Announcement

Hi all, this obviously only concerns those that watch my Shit Game Time video game reviews but I just wanted to post an update regarding the requests and the videos.

It's all explained in the video link attached but basically due to the high amount of requests for me to play and shit-rate certain games the backlog has become almost a 4 month waiting list. As I do not want those who request a game to have to wait nearly that amount of time for their pick, I have now decided to kick out 2 SGT videos a week from now on until the backlog reduces, one on Fridays and one on Tuesdays

Full explanation here: [Show youtube player]

All the best and thank you for those who show interest in the Shit Game Time series

Last edited by ZEUSDAZ; 02 July 2022 at 00:53.

14 March 2022, 21:03 #2

Nobby_UK
Registered User

Join Date: Jul 2013
Location: Liverpool
Posts: 2,515

More Sh*t Games Cool

15 March 2022, 16:37 #3

saimon69
J.M.D - Bedroom Musician

Join Date: Apr 2014
Location: los angeles,ca
Posts: 3,273

tl: dr; 5h17 game time got a LONG backLOG :P

17 March 2022, 01:20 #4

stevsurv
Beta 1.666

Join Date: Jun 2007
Location: in 1985
Posts: 384

More shit! Love it!

17 March 2022, 15:31 #5

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 42
Posts: 6,645

I don't care about the games, I watch to hear a grown man suffer.

17 March 2022, 16:28 #6

freakofnature
Registered User

Join Date: Jan 2021
Location: Darksideofthemoon
Posts: 68

Quote:

> Originally Posted by **gimbal**
> *I don't care about the games, I watch to hear a grown man suffer.*

Do i read sadistic tendencies in it ?

17 March 2022, 22:39 #7

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands

I mean, I made no effort to hide them

Age: 42
Posts: 6,645

20 March 2022, 10:37 #8

dirkies
Zone Friend

Join Date: Aug 2002
Location: Belgium
Age: 50
Posts: 1,287

Great, keep the shit coming, much appreciated!

20 March 2022, 13:15 #9

dlfrsilver
CaptainM68K-SPS France

Join Date: Dec 2004
Location: Melun nearby Paris/France
Age: 46
Posts: 10,143

Quote:

> Originally Posted by **dirkies**
> *Great, keep the shit coming, much appreciated!*

yes send it through the fan !

21 March 2022, 18:37 #10

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 702

Quote:

> Originally Posted by **ice8629**
> *Hey Zeus, your Shit Game Time Afterburner (Amiga) video has been mentioned in the new edition of Retro Gamer!*
>
> *Page 55-57 The History of Afterburner, the programmer (Rick Clucas) saw it and mentioned it, he agrees with what you said*

Yeah someone informed me yesterday lol, that's pretty cool, it's obvious he was on about my video, it's funny when even those responsible for a bad game agrees with my review

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Shit Game Time: Spitting Image, great show, shite game!	ZEUSDAZ	Retrogaming General Discussion	6	13 August 2021 11:21
Shit Game Time: AKIRA (Amiga), anyone like this game?	ZEUSDAZ	Retrogaming General Discussion	6	04 July 2021 22:46
Shit Game Time, Cliffhanger (Amiga)	ZEUSDAZ	Retrogaming General Discussion	10	27 April 2021 20:45
Jet Set Willy II, Time for a "Shit Game Time" Review!	ZEUSDAZ	Retrogaming General Discussion	0	30 July 2020 19:22

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22 June 2022, 00:31 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 656

Three more Shit Games flushed into the vault of Shitness.

No Amiga edition of "Shit Game Time" this week but three 8-bit games were banished into the shit vault in the lest 7 days, 1 for C64, 1 for ZX and of course 1 for the CPC.

Here are the links, I hope you enjoy them, if not,...meh doesn't bother me

Twin Turbo V8 (ZX): [Show youtube player]

Frak! (C64): [Show youtube player]

Transmuter (CPC): [Show youtube player]

Attached Thumbnails

Last edited by ZEUSDAZ; 02 July 2022 at 01:53.

23 June 2022, 12:41 #2

gimbal
cheeky scoundrel

Can one truly enjoy watching a person being shit at shit games?

Heck Yes.

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41
Posts: 6,019

23 June 2022, 13:03 #3

Valken
Registered User

Join Date: Feb 2009
Location: Amiga
Posts: 465

I enjoy the torture so I do not have to play it. Like watching gamer horror movies...

Thank you for the sacrifice!

24 June 2022, 22:53 #4

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 39

Good grief these are seriously bad games, that flicker on the ship in Transmuter is horrific , and as for Twin Turbo V8,...oh dear, oh my

That aside these SGT videos reviews do lighten up my week, at times they have me pissing myself with laughter from the sounds of your utter anguish, sorry I sound wicked but keep'em coming, we need more laughter at the moment in the world

27 June 2022, 06:14 #5

ImmortalA1000
Banned

Join Date: Feb 2009
Location: london/england
Posts: 1,046

I played thousands of shit games on my Youtube channel (which is now closed because I have no interest in Youtube nowadays).

27 June 2022, 10:29 #6

gimbal

So did various longplayers. But it's just not the same unless pure disgust, disappointment and pain oozes out of your speakers.

cheeky scoundrel Join Date: Nov 2004 Location: Spijkenisse/Netherlands Age: 41 Posts: 6,019	And also the patented clicketyclack of the joystick being manhandled.

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C64: Airwolf II & Bionic Commando, Both Now in The Vault of Shitness	ZEUSDAZ	Retrogaming General Discussion	0	23 April 2022 03:49
Another Cruddy Spanish Amiga Game to be Flushed Away!	ZEUSDAZ	Retrogaming General Discussion	2	16 April 2022 21:34
Utility Vault 4	bplcon0	request.Apps	0	16 November 2018 11:40
Game where toilet was flushed poop falls from the sky	matthewproud	Looking for a game name ?	4	04 January 2016 01:45

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17 February 2023, 00:20 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 660

Tom & Jerry, Sh*t Cartoon, REALLY Sh*t Game

I loved the classic cartoons of the past, the original Loopy Daffy Duck, Porky Pig, Sylvester, Foghorn Leghorn and many Tex Avery shorts of the 40's and 50's that were repeated during the 70's and 80's when I was growing up but I never liked Tom & Jerry cartoons, I think it was down to the fact that smug little sh*t-head mouse never got his comeuppance from Tom, same reason why I HATED that goofy smug-arse Bugs Bunny,...got so bad I wanted him to get his teeth kicked in

So here I am having to play Tom & Jerry on a "Shit Game Time" review and my god It's terrible, an utter disgrace to the beloved Amiga and It's Paula soundchip,...I mean that music is just terrible,...and as for the £25 asking price tag,...WTF???

Tom & Jerry Shit Game Time Review: [Show youtube player]

Attached Thumbnails

17 February 2023, 03:35 #2

aeberbach
Registered User

Join Date: Mar 2019
Location: Melbourne, Australia
Posts: 400

Hanna-Barbera - cheap and lazy:
https://tvtropes.org/pmwiki/pmwiki.p...oundBackground

17 February 2023, 03:46 #3

ImmortalA1000
Registered User

Join Date: Feb 2009
Location: london/england
Posts: 1,191

The early T&J cartoons are a work of art, sucks to be as ignorant as you mate.

17 February 2023, 05:53 #4

Pyromania
Moderator

Join Date: Jan 2002
Location: Chicago, IL
Posts: 3,174

Tom & Jerry are the Sh*t!!!

17 February 2023, 07:32 #5

BigD
Registered User

Join Date: Jan 2020
Location: UK
Posts: 313

> Quote:
> Originally Posted by **ZEUSDAZ**
> *...but I never liked Tom & Jerry cartoons, I think it was down to the fact that smug little sh*t-head mouse never got his comeuppance from Tom...[/url]*

They were products of their time, playing on extreme slapstick comedy to get laughs from children who I observe DO find people getting hurt really funny!

Without watching Tom & Jerry and Road Runner vs Wile E. Coyote I think the connection between The Simpson's Itchy & Scratchy and satire is broken. I therefore don't allow my young children to watch the Itchy and Scratchy segments! If they never watched much Tom & Jerry then Itchy & Scratchy BECOMES the thing it's mocking but by ratcheting up the violence and gore it is borderline disturbing for young minds.

That is unless of course you are trying to desensitise the young to put up with Saw, Hostel in later life and all those sick abominations! Tom & Jerry is very innocent I'm comparison and closer to Laurel & Hardy than Miranda (which I consider worse than the Chuckle Bothers who had charm).

17 February 2023, 14:08 #6

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41
Posts: 6,151

Tom & Jerry had its moments, I especially liked the extremely loud screams when Tom would be slammed on his hand or foot or something Or the "owner is away from home" parties they would have where the pack of cats that Tom would immediately invite over would start to do music and wild dances and create sandwiches 50 layers thick. "Look ma, I'm dancin' I'm dancin'!".

But yeah, a bit formulaic. It's always the same cat VS the same mouse, at least the Looney Tunes mixed it up a little.

17 February 2023, 14:21 #7

Pyromania
Moderator

Join Date: Jan 2002
Location: Chicago, IL
Posts: 3,174

Just like Roots, Tom & Jerry is based on a true story.

17 February 2023, 15:11 #8

rothers
Registered User

Join Date: Apr 2018
Location: UK
Posts: 456

There is an episode where they both die. Blue Cat Blues. It's a very strange episode.

Wait a minute, this game was £25!! That's £57 in today's money! WTF!

17 February 2023, 15:57 #9

Karlos
Registered User

I can't comment on the game, but the golden era of animation run of Tom and Jerry cartoons were awesome. Total cancel culture fodder today, lol

Join Date: Aug 2022
Location: UK
Posts: 1,112

17 February 2023, 15:58 #10

Karlos
Registered User

Join Date: Aug 2022
Location: UK
Posts: 1,112

Quote:

> Originally Posted by **gimbal**
> *Tom & Jerry had its moments, I especially liked the extremely loud screams when Tom would be slammed on his hand or foot or something Or the "owner is away from home" parties they would have where the pack of cats that Tom would immediately invite over would start to do music and wild dances and create sandwiches 50 layers thick. "Look ma, I'm dancin' I'm dancin'!".*
>
> *But yeah, a bit formulaic. It's always the same cat VS the same mouse, at least the Looney Tunes mixed it up a little.*

That scream was actually a recording of a long yell with the beginning and end chopped off.

Something else I loved was the clever orchestration of music to provide most of the sound effects.

17 February 2023, 22:43 #11

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 39

Yep not a fan of the cartoon either, I remember watching quite a few back in the day growing up and it wasn't long before I got bored with them,...Jerry annoys Tom,...Tom chases Jerry,...Tom loses,...repeat.

The art was great but the outcomes of those cartooons were far too repetitive for me to enjoy, now as for those Tex Avery cartoons,....THEY were a work of art and those early Daffy Duck cartoons with Proky Pig (before they redrew Daffy and made hime not a very nice character,...usually at the butt-end of the joke against Bugs Bunny) had me in stitches.

Back to the main issue,...the game,....utter garbage and as for that retail price, what a joke.

17 February 2023, 22:45 #12

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds

Quote:

> Originally Posted by **ImmortalA1000**
> *The early T&J cartoons are a work of art, sucks to be as ignorant as you mate.*

Posts: 39

They may have been a work of art in the animation department but the cartoons themselves were crud compared to those Tex Avery shorts.

17 February 2023, 23:19 #13

jotd
This cat is no more

Join Date: Dec 2004
Location: FRANCE
Age: 51
Posts: 7,152

good job criticizing the cartoons along with the game. Now the thread has derailed completely

The game itself sucks properly, you got that right (and I like the cartoons)

17 February 2023, 23:51 #14

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41
Posts: 6,151

Brings a tear to my eye really, I thought I was the only one that feels this strongly about cartoons in my adult life

18 February 2023, 00:06 #15

Torti-the-Smurf
Registered User

Join Date: Dec 2018

What JOTD said

But i have to add something...
YOU ARE A MONSTER ZEUS !!!!

How can you not love Tom & Jerry, ??? ;
but apparently you never really watched them,
because Jerry gets quiet often catched by Tom. !!!!

There are even situations where Tom could easily kill Jerry...

Location: Earth
Posts: 814

but hey can´t, because he kinda need him ....
... think of Batman & Joker

I would recommend you give them another chance
or watch at least this little Video that expains alot of there history, background and why they are so freaking awesome

Feel free to dislike them afterwards; but dont "jude" somebody that you hardly know... even if they are cartoons

[Show youtube player]

18 February 2023, 00:19 #16

jotd
This cat is no more

Join Date: Dec 2004
Location: FRANCE
Age: 51
Posts: 7,152

and they sometimes end up teaming together against a stronger enemy or getting an win-win end, which makes the episode special and loved by fans after all the (non lethal) bashing they inflicted to each other in the other ones

18 February 2023, 00:48 #17

Torti-the-Smurf
Registered User

Join Date: Dec 2018
Location: Earth
Posts: 814

Exactly !

JOTD knows my two buddys
I would not expect less from him

18 February 2023, 00:52 #18

Pyromania
Moderator

Off to the Guillotine! Off with the heads of anyone talking smack about Tom and Jerry or even Scooby and Shaggy! Burn the heretics.

Join Date: Jan 2002
Location: Chicago, IL
Posts: 3,174

18 February 2023, 08:45 #19

Thorham
Computer Nerd

Join Date: Sep 2007
Location: Rotterdam/Netherlands
Age: 46
Posts: 3,407

Quote:

> Originally Posted by **rothers**
> *Wait a minute, this game was £25!! That's £57 in today's money! WTF!*

18 February 2023, 11:53 #20

Bruce Abbott
Registered User

Join Date: Mar 2018
Location: Hastings, New Zealand
Posts: 1,577

Why does the mouse jump in slow motion ???

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Tom & Jerry (stuck)	hipoonios	support.Games	16	13 July 2012 21:15
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Tom Tom's Amiga HD spiele cant download	AEV	Amiga scene	2	25 April 2002 02:11

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07 July 2022, 17:30 #21

dreamkatcha
I've got a new byline

Join Date: Mar 2002
Location: Manchester, UK
Posts: 1,131

The game's box blurb touts the ball never leaving the pitch as a major innovation/feature. I wonder if the devs meant to extend this principle to include the back of the goal? In which case, why even have one? A target zone would have sufficed and made more sense, rather than having the ball rebound off solid, transparent ether. That's about as dramatic and satisfying as a punctured whoopie cushion. No wonder there's an 'action' replay to confirm that a goal has actually been scored.

07 July 2022, 17:36 #22

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41
Posts: 6,153

Ah the wild west of game development. Throw things at the wall and see if it sticks. In this case an invisible wall.

07 July 2022, 19:07 #23

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 39

This is a job for Zeusdaz! Perfect for a SGT video review.

07 July 2022, 19:22 #24

AMIPEGUSER
Registered User

Join Date: Jun 2021
Location: Brandenburg/Germany
Posts: 151

@gimbal

You are right. Some games had so many differences in there reviews. for example Rorke´s Drift from Impressions.
If you look The One and Amiga Computing give 78% and 80% in the review.
For the german Power Play it was one of the alltime worst with 4%.

They tested it on a normal A500 and it is true, that the game nearly frozes when there
are many soldiers and zulus on the screen.
I really like this game when I play it on a A1200. I still have my savings and will be play to the end.

07 July 2022, 21:02 #25

kad3t
Registered User

Join Date: Mar 2022
Location: United Federation of Planets
Posts: 260

Quote:

> Originally Posted by **dreamkatcha**
> *The game's box blurb touts the ball never leaving the pitch as a major innovation/feature. I wonder if the devs meant to extend this principle to include the back of the goal? In which case, why even have one? A target zone would have sufficed and made more sense, rather than having the ball rebound off solid, transparent ether. That's about as dramatic and satisfying as a punctured whoopie cushion. No wonder there's an 'action' replay to confirm that a goal has actually been scored.*

That is probably the best summary of what's in the game. It's spot on.

07 July 2022, 22:14 #26

saimon69
J.M.D - Bedroom Musician

Join Date: Apr 2014
Location: los angeles,ca
Posts: 2,939

> Quote:
> Originally Posted by **ice8629**
> *This is a job for Zeusdaz! Perfect for a SGT video review.*

Send him five quid and will do it!

08 July 2022, 00:15 #27

gimbal
cheeky scoundrel

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41
Posts: 6,153

> Quote:
> Originally Posted by **saimon69**
> *Send him five quid and will do it!*

Is this prostitution? It kind of is, isn't it? Here's 5 bucks, now dance for me!

08 July 2022, 00:25 #28

TCD
HOL/FTP data slave master

Join Date: Sep 2006
Location: Germany
Age: 45
Posts: 27,170

> Quote:
> Originally Posted by **gimbal**
> *Is this prostitution? It kind of is, isn't it? Here's 5 bucks, now dance for me!*

Did you just call Zeusdaz a whore? I think you did

08 July 2022, 00:46 #29

gimbal
cheeky scoundrel

I made you say it.

Join Date: Nov 2004
Location: Spijkenisse/Netherlands
Age: 41
Posts: 6,153

08 July 2022, 01:00 #30

TCD
HOL/FTP data slave master

You owe me 5 bucks!

Join Date: Sep 2006
Location: Germany
Age: 45
Posts: 27,170

08 July 2022, 12:55 #31

dreamkatcha
I've got a new byline

Quote:

> Originally Posted by **kad3t**
> *That is probably the best summary of what's in the game. It's spot on.*

Thanks... and that's *without* playing it. I've since 'corrected' this. I wondered if the game is thoroughly botched due to a bad crack so gave the IPF version a whirl. Nope, that's exactly as you described too. In one of the reviews, there's a reference to the ball sailing into the back of the net! I'm not sure if this was just a turn of phrase or if it signifies something more suspicious.

After going round in circles for several minutes and overshooting menu options, I couldn't even get the arcade iteration of the game to start so had to re-watch your video to refresh my memory of the procedure. A strange decision defaulting to observer/manager mode where we are only informed of the outcome of each game without being directly involved.

Once 'in control' it took me a while to work out which colour team I was represented by because - like you - I couldn't determine if my actions were having any impact at all. *If* you can get an arrow to appear over one of your team members, they can grudgingly be persuaded to move in the general direction you intend, but that's such a challenge given the player focus-switching is so haphazardly broken.

Join Date: Mar 2002
Location: Manchester, UK
Posts: 1,131

In any case, I couldn't tolerate such torture for too long since the jittery frame rate was triggering a scintillating scotoma in my weary, weeping peepers. Lots of people joke about terrible games inducing migraine/aura without ever having experienced this personally. I genuinely *am* prone to them and it's not pleasant when your vision goes haywire due to flashing lights or stuttering motion.

Convincing retailers to flog this embarrassing, shambolic mess is nowt short of scurrilous skulduggery! Even pirates would give it a wide berth with hindsight.

08 July 2022, 13:09 #32

rothers
Registered User

Join Date: Apr 2018
Location: UK
Posts: 456

Quote:

> Originally Posted by **gimbal**
> *Is this prostitution? It kind of is, isn't it? Here's 5 bucks, now dance for me!*

Yes just like all paid for work. So unless you're a gentleman of leisure, you're a whore

08 July 2022, 14:16 #33

dreamkatcha
I've got a new byline

Join Date: Mar 2002
Location: Manchester, UK
Posts: 1,131

Quote:

> Originally Posted by **ice8629**
> *This is a job for Zeusdaz! Perfect for a SGT video review.*

This joke isn't going to hit home if no-one twigs that ice8629 = Zeusdaz's sock puppet account used to pimp his own money-making schemes. My pleasure.

Last edited by dreamkatcha; 02 January 2023 at 23:39.

08 July 2022, 18:31 #34

Korban
Registered User

Join Date: Dec 2021
Location: Australia
Posts: 135

Inertia Drive has to be in contention.
It's so bad my friends used to accuse me of having made it with s.e.u.ck. and "accuse" is absolutely the right word
Probably not the singular worst game for the Amiga. It has that "it's so bad its amusing" thing going for it, which is something some terrible games don't, but its definitely terrible.

08 July 2022, 18:57 #35

saimon69
J.M.D - Bedroom Musician

Join Date: Apr 2014
Location: los angeles,ca
Posts: 2,939

Quote:

> Originally Posted by **gimbal**
> *Is this prostitution? It kind of is, isn't it? Here's 5 bucks, now dance for me!*

You DON'T want to see me dance - not even if I pay you!
I could, however, for a non compulsory but a bit more consistent cash donation, work on a mod for an amiga or an indie game...

09 July 2022, 14:16 #36

kad3t
Registered User

Join Date: Mar 2022
Location: United Federation of Planets
Posts: 260

Quote:

> Originally Posted by **dreamkatcha**
> *Thanks... and that's without playing it. I've since 'corrected' this. I wondered if the game is thoroughly botched due to a bad crack so gave the IPF version a whirl. Nope, that's exactly as you described too. In one of the reviews, there's a reference to the ball sailing into the back of the net! I'm not sure if this was just a turn of phrase or if it signifies something more suspicious.*
>
> *After going round in circles for several minutes and overshooting menu options, I couldn't even get the arcade iteration of the game to start so had to re-watch your video to refresh my memory of the procedure. A strange decision defaulting to observer/manager mode where we are only informed of the outcome of each game without being directly involved.*
>
> *Once 'in control' it took me a while to work out which colour team I was represented by because - like you - I couldn't determine if my actions were having any impact at all. If you can get an arrow to appear over one of your team members, they can grudgingly be persuaded to move in the general direction you intend, but that's such a challenge given the player focus-switching is so haphazardly broken.*
>
> *In any case, I couldn't tolerate such torture for too long since the jittery frame rate was triggering a scintillating scotoma in my weary, weeping peepers. Lots of people joke about terrible games inducing migraine/aura without ever having experienced this personally. I genuinely am prone to them and it's not pleasant when your vision goes haywire due to flashing lights or stuttering motion.*
>
> *Convincing retailers to flog this embarrassing, shambolic mess is nowt short of scurrilous skulduggery! Even pirates would give it a wide berth with hindsight.*

This is just a waste. The game that is. It's like a black hole in the whole video game business that sucks out all the potential fun that there is in gaming...

Just imagine *this* being someone's their first game...

09 July 2022, 14:40 #37

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 660

Quote:

> Originally Posted by **kad3t**
> *This is just a waste. The game that is. It's like a black hole in the whole video game business that sucks out all the potential fun that there is in gaming...*
>
> *Just imagine *this* being someone's their first game...*

Didn't Tiertex do that?! Lol

09 July 2022, 17:42 #38

kad3t
Registered User

Join Date: Mar 2022
Location: United Federation of Planets
Posts: 260

Quote:

> Originally Posted by **ZEUSDAZ**
> *Didn't Tiertex do that?! Lol*

I don't think even they would dare to release such monstrosity. There should be a big yellow sticker on a box with this game warning of potential mental risks involved of running this trash.

Also, ZEUSDAZ, long time subscriber (on my personal account that is), nice to meet you sir.

09 July 2022, 22:37 #39

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 660

Quote:

> Originally Posted by **kad3t**
> *I don't think even they would dare to release such monstrosity. There should be a big yellow sticker on a box with this game warning of potential mental risks involved of running this trash.*
>
> *Also, ZEUSDAZ, long time subscriber (on my personal account that is), nice to meet you sir.*

Nice 1! What's your Youtube name as I'll keep an eye out for yer
Hope you enjoy the content!

09 July 2022, 23:47 #40

kad3t
Registered User

Join Date: Mar 2022
Location: United Federation of Planets
Posts: 260

Quote:

> Originally Posted by **ZEUSDAZ**
> *Nice 1! What's your Youtube name as I'll keep an eye out for yer*
> *Hope you enjoy the content!*

I do. Especially the Shit Game Time. You have clearly suffered through quite a lot of really bad games. That said, I'll still stand by what I said as ProSoccer 2190 in my eyes is just absolute worst of all!

My channel is: https://www.youtube.com/c/OldAndNewVideoGames

It's pretty new, only about 3 months old but I upload at least once per week so I've already 27 videos there. And I've planned for a really fun (I hope) 10-part mini series, that the first episode of should be live Monday or Tuesday the latest. So if you happen to watch it then, I'd appreciate your professional opinion.

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06 May 2022, 19:02 #1

ZEUSDAZ
Registered User

Join Date: Nov 2014
Location: England
Posts: 680

Yie Ar Kung-Fu 2, piss-poor C64 sequel to a classic.

Such a great prequel, not such a good C64 sequel ?
Finally it has made It's way into the vault of shitness thanks to Requester and youtuber "Nelli", enjoy the review! ?

Yie Ar Kung-Fu 2 "Shit Game Time" Review: [Show youtube player]

This past Tuesday's edition of Shit Game Time, Aspar GP Master (C64): [Show youtube player]

Last edited by ZEUSDAZ; 02 July 2022 at 00:21.

06 May 2022, 19:25 #2

Anubis
Retro Gamer

Join Date: Jan 2005
Location: Underworld
Age: 50
Posts: 3,952

06 May 2022, 20:11 #3

ice8629
Registered User

Join Date: Sep 2019
Location: Leeds
Posts: 42

Quote:

> Originally Posted by **Anubis**

Definately the first one , It's BAAAAAAAAAAAAAAAAAD

06 May 2022, 22:00 #4

turrican3
Moon 1969 = amiga 1985

Join Date: Apr 2007
Location: belgium
Age: 47
Posts: 3,904

I had it on the msx and it was a good game.
Don't know if it still good on the c64.

06 May 2022, 22:47 #5

Adropac2
Zone Friend

Join Date: Jan 2006
Location: Kent
Age: 50
Posts: 989

I couldn't honestly say given my memory could be a little hazy but I do remember liking it it once. Weather or not I played it long enough to know is always the question though. Quite polished though

This seems to indicate it's not broken at least in terms of controls

[Show youtube player]

11 May 2022, 21:43 #6

HardyTC
Registered User

Join Date: May 2022
Location: Worksop
Posts: 10

I remember this game, as a kid I played it on my brother's C64 on some bootleg tape cassette, I never beat the second boss. Haha.

12 May 2022, 12:50 #7

Seiya
Registered User

Join Date: Nov 2014
Location: Italy
Posts: 1,872

The C64 version is damn difficult, but any other aspect of this game is very good. This game, sorry, it is not shit game. Maybe could be it from difficult point of view, but i played also at any other version and it is a very difficult game.

12 May 2022, 13:55 #8

DanScott
Lemon. / Core Design

Join Date: Mar 2016

The coder of this dropped dead of a heart attack a few years ago in my friends kitchen one morning!

Location: Tier 5
Posts: 1,159

12 May 2022, 15:01 #9

Anubis
Retro Gamer

Join Date: Jan 2005
Location: Underworld
Age: 50
Posts: 3,952

This a joke or a fact?

12 May 2022, 18:50 #10

DanScott
Lemon. / Core Design

Join Date: Mar 2016
Location: Tier 5
Posts: 1,159

Quote:

> Originally Posted by **Anubis**
> *This a joke or a fact?*

It's a fact!

13 May 2022, 08:25 #11

Tigerskunk
Inviyya Dude!

Join Date: Sep 2016
Location: Amiga Island
Posts: 2,588

Quote:

> Originally Posted by **DanScott**
> *The coder of this dropped dead of a heart attack a few years ago in my friends kitchen one morning!*

Woah. Crazy shit. Must have felt horrible back then. What was his name?

I was kind of disappointed by the game since I was huge fan of the arcade original, but I still bought it and played it a lot.

The music is amazing, and coding wise it's very well done, imo. It's just not a good game.

It's a sequel to the weird NES version of YAKF, which deviates a lot from the arcade original already. Which explains why this game is so different to the first YAKF on the C64.

Anyway, I still kind of liked it back in the day. The biggest pro it had going for it were the enemies, which had some very interesting designs, imo.

The huge problem of the game is its lame game play and non intuitive control scheme.

Would almost love to take the game's assets, and create a good 8-Bit-Fighter with it.

13 May 2022, 10:01 #12

d4rk3lf
Registered User

Join Date: Jul 2015
Location: Novi Sad, Serbia
Posts: 1,510

Same as many guys above, I also remember this game, and I also didn't thought back then it was that bad.

Sure, original YAKF was way better, and more fun to play, bu t this one, even it's not worthy successor, was still not a bad game.

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Did you know about.....Powerplay (piss-poor Atari ST port) vs Powerplay (Enhanced)??	DrBong	Amiga scene	10	15 September 2015 17:12
This video clip might piss you off...	switchblade	Retrogaming General Discussion	24	10 August 2011 21:05
eBay f*ckers piss me right off	MethodGit	Retrogaming General Discussion	29	22 February 2005 08:57

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Amiga Longplay [282] Predator (REAL ENDING + BOW now included... RE-UP)

I AM IRONCLAW!
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326 views 1 year ago
I longplayed this game about 5 years ago, mainly because there was no proper longplay of it. Those 2-3 longplays I found were all using trainers (unlimited energy, etc). There's also a couple of Let's Plays, one used trainer, the other one played legit but after several attempts didn't even manage to finish level one. ...more

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I AM IRONCLAW!
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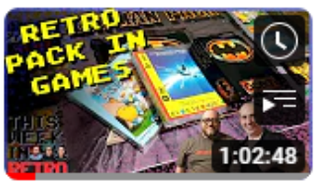

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This Week in Retro
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dreamkatcha

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Saberspark

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Retro Core

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Large Michael

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Amiga Longplay [317] Guy Spy

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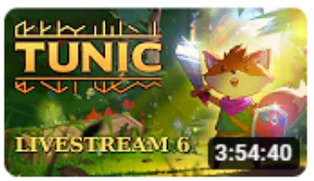

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BlueLizardJello

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I AM IRONCLAW!

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TheGebs24

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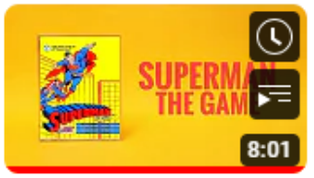

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Peter Video Disco

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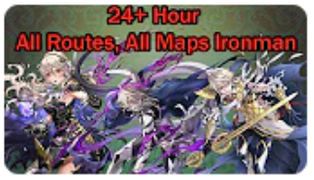

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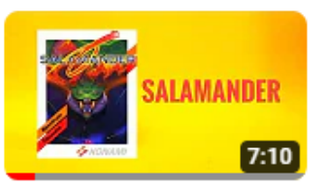

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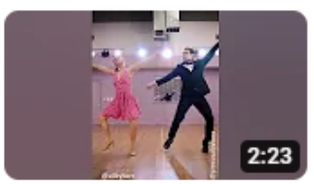

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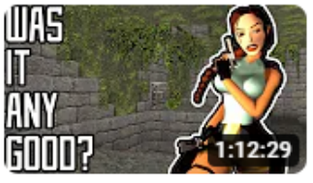

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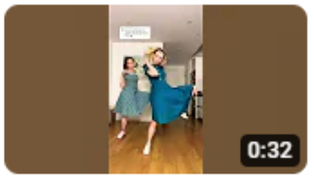

Just dancing with mom in my pink shoelaces. Dc: Marguerite Derricks @jennifergruener5697 #dancers

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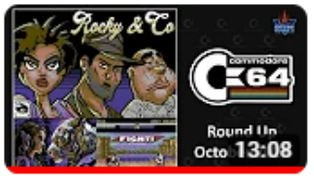

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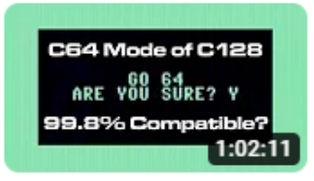

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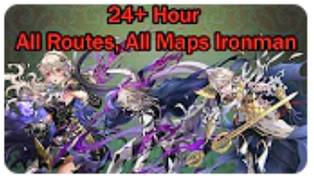

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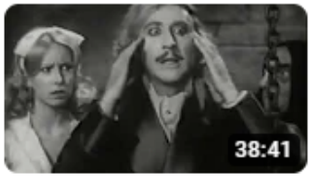

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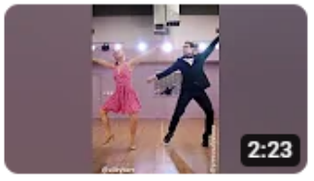

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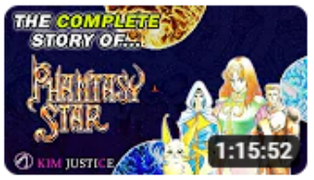

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Kim Justice

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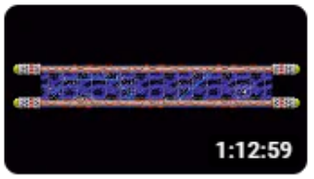

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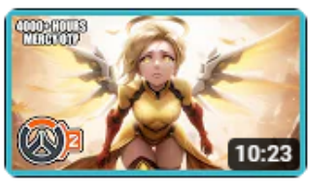

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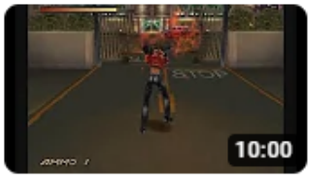

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Amiga Longplay [316] Tusker

I AM IRONCLAW!

250 views • 2 months ago

Amiga Longplay [312] Designasaurus

I AM IRONCLAW!

470 views • 5 months ago

Commodore 64, Emulated, Predator, US, 23056 points

Pasi Ylinen

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Amiga Longplay [308] McGee at the Fun Fair

I AM IRONCLAW!

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Bobby Vino

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New

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ChinnyVision - The Retro Game Review Channel

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World of Longplays

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LGR

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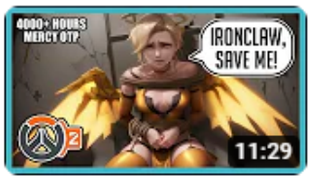

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I AM IRONCLAW!

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Bobby Bionic

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JayBratt

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Usato Yue Ch.

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Commodore 64, Predator, 2400 points

Pasi Ylinen

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Amiga 500 Longplay [076] Hunter

World of Longplays

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Cubase

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Evercade Effect

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Pixelmusement

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Sean Seanson

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Game Sack

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petsasjim1

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LGR

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bycloud

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Pinned by I AM IRONCLAW!

@iamironclaw 1 year ago

02:49 - Level one

08:10 - Level two

05:40 - The boar can't be killed, but can be hit with bullets, but only by one of the weapons (it seems). I show it in the "extras" video.

11:59 - Every now and then, the game forces the hero into a path, so he gets aligned with the logs and whatnot. You can't move up or down (showing that at 12:05). IF you walk back a bit to the left before you were aligned, you can't walk up and down anymore.

12:11 - Level three

12:47 - This radio thingy doesn't seem to be good for anything, but can be picked up for some reason. I replayed from this part and finished the game a second time, but without picking it up to see if I noticed anything different, like maybe the sound we hear right before Predator pops up won't be played without the radio, as it could maybe serve as some kind of warning indication (dunno if there was a radio in the movie and what it could have been used for). Anyway, I noticed no difference.

13:32 - First encounter with him. Bullets and grenades does nothing to him, he can only be punched or kicked. Every encounter WILL take some of your health away. If you get to this last level with 2 or less lives, you won't make it. I walk a bit to the right before going back for the gun, or the Predator would come back again before I leave the log. There was a couple of times where he would punch me WAY more than usual, causing me not to make it to the end. This was when I was punching him, and only resorting to kicking him instead would make him leave sooner.

14:36 - We saw some of these hiding enemies before as well, just wanted to say it doesn't seem like they can be killed.

Even tried shooting the glowing eyes that pops up from time to time, because I'm curious about everything :)

15:45 - Level four

16:28 - Putting down my weapon forever, as I don't need it anymore (only for some birds, but easily avoidable) and wanted to avoid having to put it down and pick it up between every encounter as we can't shoot the Predator. But we can with the bow, so picked that up instead.

Here's an 'extras' video I made: https://www.youtube.com/watch?v=RMCG5-sJKDg

Show less

3 Reply

@plume... 1 year ago

Good to see you back man! Thanks for the video! Any plans on doing any vids for World of Longplays? You and Matty and Spazbo4 & ScHlAuChi were the only guys that actually put any effort into the descriptions in your videos, documenting games that would otherwise be forgotten. Most of the submitters now only post a 3 line sentence :(Anyway, thanks again :)

Reply

R

@rainbowm7956 1 year ago

This a shy predator, he runs away so many times without fighting.

2 Reply

@ilikeroaming5467 1 year ago (edited)

Finally got it up then (oo'er) 😂
Hey you still missed summut, you included getting killed by Predator's laser (three dots) but didn't include dying when the screen turns blue with a triangle aiming at you, It's still a slightly different way (effect) of dying if you're that fussy at being a perfectionist 😁 😉

Quick legit question (no p*ss taking from me), your vids seems to be immensly pixelated, is that an emulator thing?!, (I noticed that on WOL youtube site too,...I don't like that channel personally), there's much more of a softer look on real hardware especially when using a CRT tv, Amiga games (all retro machines for that matter) never looked this blocky, It's gotta be a emu thing right?!

That aside, HUUUUGE write up, seems to be alot of bitching in it though and back handed compliments aimed at Zeusdaz Youtuber, why?! As far as I can see he's not mentioned anything about being the first to discover the ending on your vids as I can see,...that was just me pointing it out, maybe you should aim it at me if you feel disgruntled in any way.

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Reply

C

@coralmelton2060 1 year ago

$P_{ro}m_{o}{}^{sm}$

Reply

YouTube GB

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Amiga Longplay [185] Predator (replaced by longplay 282, watch it instead)

I AM IRONCLAW!
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3.6K views 6 years ago
There was no proper longplay of the Amiga version, now there is. Those 2-3 longplays I found were all using trainers (unlimited energy, etc). There's also a couple of Let's Plays, one used trainer, the other one played legit but after several attempts didn't even manage to finish level one. ...more

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Amiga Longplay [186] Predator 2
I AM IRONCLAW!
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Amiga Longplay [316] Tusker
I AM IRONCLAW!
250 views • 2 months ago
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@bigerny883 2 years ago
Thank you very much! Thanks to your longplay and tips I was able to finish this "wonderful" game.
Reply

@gnubbolo 9 months ago
12:17 the change of palette after it comes out of the mud is a touch of style.
Reply

@hipoonios 6 years ago
Totally agree! Longplays recorded with trainers are not longplays! We use savestates, which is also cheating, but rather that than lame trainers.

You might want to try Predator 2 as well. Tried record a longplay of that once, but used a bad cracked version so could not finish the last level. It was like 10 years ago so maybe someone has recorded a longplay now... I'm too lazy to search! ;D
Show less
3 · Reply
• 1 reply

@iamironclaw 6 years ago (edited)
A very hard game. No wonder no one has made a longplay of it yet without using a trainer/cheat. You can avoid most damage (except from the Predator) if you know exactly what comes up, where to stand, and with some timing.

Don't forget to check out the 'extras' video (https://www.youtube.com/watch?v=RMCG5-sJKDg).
Reply

@wnc817 2 years ago
I've never seen the Amiga version. The intro music is amazing.
1 · Reply
• 1 reply

@iamironclaw 2 years ago
Yeah, I like it too. So much I used it in the "extras" video, but picked the channels I liked and made my own version. Amiga music usually uses 4 channels, so took 2 here, 1 here, 3 there and arranged them in my own order etc:
https://www.youtube.com/watch?v=RMCG5-sJKDg
1 · Reply

@blue55dark 1 year ago
walk simulator 100% legit
1 · Reply

@repc465 5 years ago
Great movie,... horrible game.
3 · Reply

@ilikeroaming5467 1 year ago
This is NOT a proper longplay, this doesn't contain the real ending, Zeusdaz youtuber has now shown it on his channel, you can squash the Predator.
Reply
• 7 replies

@iamironclaw 1 year ago
It was the best possible at the time, no one knew how to get the ending, or if it was even possible, as no one had ever done it. Some Amiga coder even looked in the game code to see how it was done, but he couldn't find out how to either, all he saw was the ending picture. And the "proper" also entails it's the best one made, as others could have one or more of the following: bad frame rate, bad picture quality, bad audio, didn't show everything (check out my longplay's "extras" video) like the intro music etc, and also, a lot of people in their longplays/play throughs use trainer.

So, as the guy you mentioned probably use a trainer as always, I will redo my longplay so we have a "proper" one again.
Show less
Reply

@ilikeroaming5467 1 year ago (edited)
@iamironclaw But there's no point now as the real ending has been shown for all of us to see and the mystery of how to do it has been finally solved by Zeusdaz with the added coolness that real hardware is being used, he's the first one to do it and will go down in Amiga gaming history for finally solving it (a little over the top yes but still an achievement to work it out whereas nobody else was able to), you'll just be showing what he's achieved and copying him on how to kill the Predator and will be a case of "yeah, yeah we've already seen it", it doesn't really matter anymore now the myth of that ending has been put to rest.
I just wanted to point out It's now properly longplayed as in real ending (nothing more) regardless of cheats, trainers & savestates (all 3 are the same,...cheating and aided somehow), just put your efforts into an Amiga game (or ending) we haven't seen, I'd happily watch that 👍
Show less
Reply

@iamironclaw 1 year ago
@ilikeroaming5467 I'm a bit of a completionist and perfectionist. I want to show as much as possible of most games, so now when the ending is finally figured out, I must do it, and as a bonus, it will be the one and only "proper" longplay, doesn't matter if someone showed a part of the game first, as they just don't do the videos good enough for me to let it go :)
Reply

@ilikeroaming5467 1 year ago (edited)
@iamironclaw Fair enough, there's no law to say others cannot upload same stuff, just for me once I see summut I move on to see other things, that's just a "me" thing 😁

If or when you do upload another Predator vid I think you should at least acknowledge in the description the fact Zeus achieved what was thought impossible to do, in this case if it wasn't for him none of us would have seen the real ending and we all would still assume it was not possible to do so, gotta give him that, kudos to him, I mean you wouldn't want viewers like me coming along shouting out "HEY that wasn't you who sussed it or showed it first, it was another person who did that!" 🤣 😉

BTW, he also did the best Barbarian II Amiga upload (not his WR speedrun) but his original upload, he showed all the death scenario's which was very entertaining, so I understand watching videos that go that extra mile.
Show less
Reply

@iamironclaw 1 year ago
@ilikeroaming5467 So you're saying there's something wrong with me uploading a more complete version of the longplay? I mean, I did longplay it 5 years ago, why wouldn't I be allowed to correct my mistakes? It's like you don't want anyone to upload any video that is of the same game as your god: Zeus. Even if he never uploaded any video, I still would have made this video when/if I found out how to get the proper ending. Besides, he already had an incomplete longplay of this game, just like me, and also uploaded a new one now with the ending, just like me. I don't see how you can justify what you are saying, you're doing such a double standard thing.

I guess you didn't read my video description? I did mention him and give him credit. Jesus, can you stop being such a douche?
Show less
Reply

@iamironclaw 1 year ago
@ilikeroaming5467 Also, I did include the bow this time around, which I've not seen anyone do before, so I'm maybe first with that? If I am, you gonna praise and worship me as well?
Reply

@ilikeroaming5467 1 year ago (edited)
@iamironclaw Not at all, go for it if you feel the need to, I like seeing FRESH footage, I'm subbed to many gamng channels (discovering more every week) and applaud all those who discover and show new stuff (Wicked Amiga ending was also nice to finally see,...yes that was Zeus too but it could have been another uploader in which case I would have also congratulated for that footage, you included if you were first) so no he's not my god (I see god in the mirror), I won't respond to the other bits as it all sounds too Yanky to me 🙂

BTW, what you mean by Bow?!
Show less
Reply

@DOSRetroGamer 11 days ago
Ew, that 'atmospheric' jungle sounds
Reply

@ancalites 4 years ago
most annoying bird noises in a game ever!
2 · Reply

@Jordan83709 6 years ago
This game looks almost as bad as the nes Version.
Reply

@LeShark75 6 years ago
Bloody awful game IMHO.
2 · Reply
• 1 reply

@iamironclaw 6 years ago
It sure is!
2 · Reply

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HKM, another Tiertex Turd sold to the kids, no Sh*ts Given

Moderator: Lemoners

ZEUSDAZ
Mikie

Posts: 419
Joined: Sat Nov 15, 2014 5:12 pm

HKM, another Tiertex Turd sold to the kids, no Sh*ts Given

by **ZEUSDAZ** » Sun Sep 17, 2023 12:33 am

Last weeks edition of "Shit Game Time" featured Street Fighter 1 (UK Version) on the C64 (viewtopic.php?t=83042), an unbelievable blocky cruddy unenjoyable mess by everyones favourite publisher Tiertex, just 1 week later another requester followed it up by wanting the unnofi SF1 sequel Human Killing Machine released by the s talentless F*@!$ to be given the SGT treatment,...a thought Tiertex had already scooped the bottom of the

barrel with their lack of programming skills prior to this release.

Well no way was I going to turn this one away, garbage all the way, unplayable, no fun, just shit.

HKM SGT Review:
https://www.youtube.com/watch?v=zAM8hoZK3qU

You do not have the required permissions to view the files attached to this post.

compnded
Bionic Granny

Posts: 35
Joined: Sat Feb 04, 2023 11:24 am

Re: HKM, another Tiertex Turd sold to the kids, no Sh*ts Given

by **compnded** » Mon Sep 18, 2023 9:50 am

In many respects this was worse than Street Fighter. When the in game logo takes up quarter of the screen you know you have problems and why make the sprites so diddy for what is a one-on-one fighting game? It's obvious to me that US Gold kept going to Tiertex because they probably undercut other developers by taking short-cuts.

Baber64
Joe Blade

Posts: 217
Joined: Fri Jul 28, 2017 4:53 pm
Location: USA
Age: 53

Re: HKM, another Tiertex Turd sold to the kids, no Sh*ts Given

by **Baber64** » Tue Sep 19, 2023 11:17 am

When will Mass Effect C64 be made by the same team???

English Invader
Rick Dangerous

Posts: 2262
Joined: Sun May 31, 2009 11:07 am
Location: Hertfordshire, UK
Age: 42

Re: HKM, another Tiertex Turd sold to the kids, no Sh*ts Given

by **English Invader** » Tue Sep 19, 2023 12:32 pm

I had this game for the Atari ST as a kid as part of the STe Turbo Pack and the OP is absolutely right. Complete shit.

There were some good games included in the Turbo Pack, though. Blood Money, Dragon's Breath, Impossible Mission 2, Anarchy, Indiana Jones and the Last Crusade (Act Game) and Outrun (although there are many people

dislike the ST version, it's the first ST game I ever played and I fell in love straight away!).

Nobby is a bobby and his hobby is his jobby.

ice8629
Bionic Granny

Posts: 9
Joined: Fri Oct 22, 2021 6:10 pm

Re: HKM, another Tiertex Turd sold to the kids, no Sh*ts Given

by **ice8629** » Fri Sep 22, 2023 6:03 pm

Yep utter garbage as usual from Tiertex, but hey, did we really expect anything better from them?!
Good review and a well deserved Shit rating.

hoboki
Bionic Granny

Posts: 48
Joined: Mon Feb 13, 2023 10:25 pm

Re: HKM, another Tiertex Turd sold to the kids, no Sh*ts Given

by **hoboki** » Sat Sep 23, 2023 3:17 am

its like they make bargain bin games on purpose just to fill them

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Rygar (C64), was it that bad?,...YES IT WAS AND STILL IS!

Moderator: Lemoners

Post Reply

Polaris
Trollie Wallie

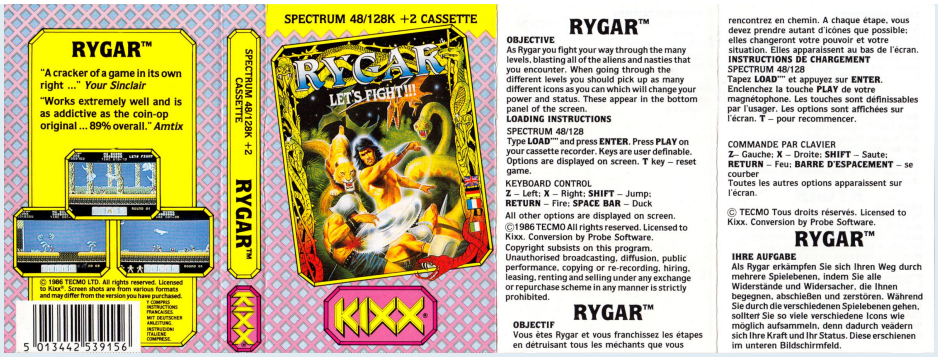
Posts: 306
Joined: Wed May 04, 2016 9:05 am
Age: 47

by **Polaris** » Thu Apr 14, 2022 10:40 pm

> **merman wrote:**
>
> Sound is OK on the C64 but the graphics are HORRIBLE.

Yet nevertheless in the KIXX budget re-release covers for both Spectrum and Amstrad CPC they use
3 C64 in-game screenshots !

https://www.mobygames.com/game/cpc/rygar_/cover-art



P.S. Since we know who the graphics artist is ,cant we learn also who the coder was ?

ice8629

by **ice8629** » Tue Apr 19, 2022 11:27 pm

Yeah I didn't care for this game in the arcade either, I was more a Rastan fan but this conversion played too fast and ruined the game for me, It's below par for C64 standards, deserved to be placed in the shit game time series imo.

r0cko
Joe Blade

Posts: 158
Joined: Wed Sep 29, 2010 5:28 am
Contact:

by **r0cko** » Wed Apr 20, 2022 8:36 pm

I loved the arcade version of Rastan! I played the C64 version a lot but I really didn't like it. The music was awesome though!

smf
Jack The Nipper

Posts: 736
Joined: Fri Oct 14, 2011 9:42 am

by **smf** » Mon Apr 25, 2022 10:36 am

> **Polaris wrote:**
>
> but Rygar suffered also from creative differences between its developers.

Maybe, or maybe it was quicker to do the colors differently.

Polaris
Trollie Wallie

by **Polaris** » Wed May 25, 2022 12:24 am

Posts: 306
Joined: Wed May 04, 2016 9:05 am
Age: 47

> **LeeC wrote:**
>
> It wouldn't be the only thing I ever did that was called crap though but when I look back, they were sometimes right... **Rygar ended up absolutely awful because the programmer decided he knew better than I did what colours everything should be. As a result, the game looked even worse on release than when I'd finished it. You've just gotta learn to take the bad with the good, it just winds me up when someone else tries to take it for you**.

> **smf wrote:**
>
> > **Polaris wrote:**
> >
> > but Rygar suffered also from creative differences between its developers.
>
> Maybe, or maybe it was quicker to do the colors differently.

But should nt the graphics artist LeeC(=Lee Cawley) be aware of this ?

Neo-Rio
Rick Dangerous

Posts: 1734
Joined: Tue Oct 21, 2003 4:03 am

by **Neo-Rio** » Wed May 25, 2022 10:55 am

> **wec wrote:**
>
> I'm pretty sure i reached something level 24 or 25 and probably ran out of 10p's. Does the game ever end? i guess so..

Yes it does end. There's an end of game boss (looks like a lion in a pro-wrestling outfit) at stage 27. The C64 version ends at round 17 IIRC, and there's no ending. The game just dumps you out unceremoniously.

I mean, the C64 version looked a bit ugly, but it could have been "just OK" and serviceable if the playability was fine tuned and half the game wasn't cut. As it stands it's too fast, has poor controls, and it's utterly unfair. All of which ruined the playability.

CinHall
Bionic Granny

Posts: 5
Joined: Wed Jun 15, 2022 2:28 am
Age: 43

by **CinHall** » Fri Jun 17, 2022 7:34 pm

I was a huge Rygar fan back in the day sad to say it was on another system and I am happy that the c64 version was not my firs
introduction to this great game. Sadly, my game had a flaw
own which was no way to save.

Polaris
Trollie Wallie

Posts: 306
Joined: Wed May 04, 2016 9:05 am
Age: 47

by **Polaris** » Tue Jul 12, 2022 2:29 pm

There is an update in Rygar credits in Gb64.com .

> Programmer:
> Vakis Paraskeva & Keith A. Purkiss

http://www.gb64.com/game.php?id=6528&d=18&h=0

The same as Super Rygar (hack)

> Programmer:
> Vakis Paraskeva & Keith A. Purkiss

http://www.gb64.com/game.php?id=21782&d=18&h=0

Is that cofirmed/verified?

Grimmsqueaker
Mikie

Posts: 563
Joined: Sat Mar 23, 2013 6:57 am
Location: Durham UK
Age: 50
Contact:

by **Grimmsqueaker** » Wed Jul 13, 2022 7:30 pm

Spectrum was the best 8 Bit conversion this one. Still play Speccy version occasionally and really enjoy it.

Music is good on C64 but the visuals are terrible and the controls/gameplay just don't feel right

Stoke me a clipper, I'll be back for breakfast

Polaris
Trollie Wallie

Posts: 306
Joined: Wed May 04, 2016 9:05 am
Age: 47

by **Polaris** » Sat Oct 15, 2022 1:10 am

Has nt anyone else noticed

'Synister'
http://www.gb64.com/game.php?id=13080&d=18&h=0
where Rygar's green flying enemies sprites are transplanted to 'Synister'

(which is in turn a hack of 'Energy Warrior'
http://www.gb64.com/game.php?id=2510&d=18&h=0)

The hack case of "Synister" is done by a cracker with the alias Dr.ICe (IRS).

Regarding "Energy Warrior"by Mastertronic and its hack "Synister" there seems to be a coincidence.

"Energy Warrior" 's graphics artist "Chris Collins" have stated in an interview that "Lee Cawley "Rygar" 's graphics artist was a kind of his mentor when he started his first job at "Binary Design" .
https://www.c64.com/gt_display_intervie ... terview=37

Does anybody know if there is a kind of link/relation between "Binary Design" ,its initial Publisher "Mastertronic" and David Whittaker (Rygar's music artist) with Icon Design /Musicon design ?

P.S.
I wonder about the missing credits regarding Rygar .Was it maybe a "foreigner"
project ,an evening project like the ones mentioned by Jason C. Brooke
here and that 's why it may lacked credits ?

> *When you were assigned to a game, how much time did you usually have to complete your work?*
>
> Jason C. Brooke : In the early days at Binary, we had "eight week projects" and prestige "twelve week projects". No surprise then that many projects missed their deadlines, especially seeir many of us were doing other projects called 'foreigners' ir evenings. When I first heard people saying that they did

> 'foreigners' on an evening, I didn't have a clue what they were talking about! My own 'foreigner' was the coin-op conversion Elevator Action on the Amstrad CPC. These projects were always low-budget. I got a grand and the development equipment cost me £700 of that! I could not pay for an artist and had to do my own graphics.

https://www.c64.com/gt_display_intervie ... terview=21

Major Sludgebucket
William Wobbler

Posts: 83
Joined: Wed May 09, 2018 11:38 am

by **Major Sludgebucket** » Sun Oct 16, 2022 1:04 pm

There's not much to say here. Poor game, I didn't have fun playing it when it was released. It also didn't age well for sure, but there were even worse coin-op conversions at the time, even if this might be hard to understand/remember/realize. The difference between the below-average old games and the really abysmal ones seems something lost in time. Everything belonging to the past is "gorgeous" or "shitty", with no nuances. Partly, this is because we all need to capture other people's attention, so everything must be "extraordinarily good" or "extraordinarily bad", lol.

Gory-Glory
Joe Blade

Posts: 297
Joined: Mon Nov 01, 2021 10:25 am
Location: Sweden
Age: 47
Contact:

by **Gory-Glory** » Sun Oct 16, 2022 5:13 pm

It would be cool to have the original cassette tape.
It is not a good game. NES Version is much better.

https://www.instagram.com/goryglory
https://www.tiktok.com/@g0rygl0ry
https://www.youtube.com/@g0rygl0ry

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Shit Game Time Announcement

Moderator: Lemoners

4 posts • Page **1** of **1**

ZEUSDAZ
Mikie

Posts: 410
Joined: Sat Nov 15, 2014 5:12 pm

Shit Game Time Announcement

by **ZEUSDAZ** » Mon Mar 14, 2022 6:55 pm

Hi all, this obviously only concerns those that watch my Shit Game Time video game reviews but I just wanted to post an update regarding the requests and the videos.

It's all explained in the video link attached but basically due to the high amount of requests for me to play and shit-rate certain games the backlog has become almost a 4 month waiting list.
As I do not want those who request a game to have to wait nearly that amount of time for their pick, I have now decided to kick out 2 SGT videos a week from now on until the backlog reduces, one on Fridays and one on Tuesdays

Full explanation here:
https://www.youtube.com/watch?v=DH0xFsBi8RE

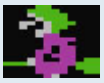
All the best and thank you for those who show interest in the Shit Game Time series

Just Dave
William Wobbler

Posts: 118
Joined: Tue Dec 09, 2014 2:02 pm
Location: Ireland

by **Just Dave** » Mon Mar 14, 2022 10:26 pm

Shit Game Time is the only video game series I watch, it's like crack. Cheers for putting yourself through the torture.



BigFairy321
Zorro

Posts: 1069
Joined: Tue Apr 06, 2004 12:07 am
Location: Brisbane Australia
Age: 47

by **BigFairy321** » Tue Mar 15, 2022 6:27 am

Lovin it

" Off with the Fairy's "

ice8629
Bionic Granny

Posts: 4
Joined: Fri Oct 22, 2021 6:10 pm

by **ice8629** » Wed Mar 16, 2022 8:39 pm

Bloody great news! These vids crack me up

4 posts • Page **1** of **1**

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Side Arms (C64), What on EARTH did they do that resulted in this?

Moderator: Lemoners

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ice8629

Re: Side Arms (C64), What on EARTH did they do that resulted in this?

by **ice8629** » Wed Sep 13, 2023 5:38 pm

> **JazzGhostrider wrote:** ↑ Wed Sep 13, 2023 4:52 pm
>
> > **ice8629 wrote:** ↑ Wed Sep 13, 2023 4:20 pm
> >
> > I know this because I selected Shadow of The Beast on Amiga which he refused to do so I picked another.
>
> Heh!
> Why would you do that?
> It's hardly the best Amiga game ever, but it's lightyears fro
> crappy imo.

Agreed, I was looking at it through years gone by eyes but I admit my mistake and fair enough Zeus refused to do it.

Vince
Jumpman

Posts: 3570
Joined: Thu Jul 26, 2018 11:00 pm
Location: London
Age: 44

Re: Side Arms (C64), What on EARTH did they do that resulted in this?

by **Vince** » Wed Sep 13, 2023 5:53 pm

SoTB well known for being Graphics over Gameplay. Brutally hard but again a 'middler'.

---

the only problem is, there are too many games and not enough time to play them all !

compnded
Bionic Granny

Posts: 45
Joined: Sat Feb 04, 2023 11:24 am

Re: Side Arms (C64), What on EARTH did they do that resulted in this?

by **compnded** » Wed Sep 13, 2023 6:12 pm

Obviously a gaming channel can review any game they want but I personally think we are on more shaky ground if a content creator does something, such as giving an unfair review that they don't believe themselves purely because someone paid them to do it. That's the act of a charlatan basically and youtube is cursed by creators doing things not because they believe it themselves but just because of the financial rewards.

And please don't interpret this as me saying that Zeus did the review in question for the wrong reasons, It's just a general point I want to make.

Vince
Jumpman

Posts: 3570
Joined: Thu Jul 26, 2018 11:00 pm
Location: London
Age: 44

Re: Side Arms (C64), What on EARTH did they do that resulted in this?

by **Vince** » Wed Sep 13, 2023 6:26 pm

> **compnded wrote:** ↑ Wed Sep 13, 2023 6:12 pm
>
> Obviously a gaming channel can review any game they want but I personally think we are on more shaky ground if a content creator does something, such as giving an unfair review that they don't believe themselves purely because someone paid them to do it. That's the act of a charlatan basically and youtube is cursed by creators doing things not because they believe it themselves but just because of the financial rewards.
>
> And please don't interpret this as me saying that Zeus did t

> review in question for the wrong reasons, It's just a general point I want to make.

+1
there's a lot of that that goes on.

the only problem is, there are too many games and not enough time to play them all !

JazzGhostrider
Mikie

Posts: 484
Joined: Tue Mar 07, 2023 6:36 pm

Re: Side Arms (C64), What on EARTH did they do that resulted in this?

by **JazzGhostrider** » Wed Sep 13, 2023 6:27 pm

> **Vince wrote:** ↑ Wed Sep 13, 2023 5:53 pm
>
> SoTB well known for being Graphics over Gameplay. Brutally hard but again a 'middler'.

With a kickass soundtrack by David Whittaker
The game has a certain….unnerving atmosphere also.
Could never figure out exactly why, but there's something there....

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Worst 64 Game Ever

Moderator: Lemoners

64 posts 1 2 3 4 5

mistermsk
Bruce Lee

Posts: 7535
Joined: Mon Jun 29, 2009 4:03 pm
Location: Baltimore,MD USA
Favorite Games: Ultima][, Wasteland

by **mistermsk** » Wed Oct 20, 2021 11:53 pm

> **zaphod77 wrote:**
>
> you got ripped off on that disk. it was a disk of free programs.
>
> there is an actual non free dam busters game. it' s a wee bit more involved.

Yep. I still have the disk of those 'free games' which I 'paid for'. ugh!

This reminds me in the '90s of those CD you could buy that had like 100 to 500 (if not more) shareware games for the PC.

NM156
Jumpman

Posts: 4470
Joined: Fri May 29, 2015 11:13 am

by **NM156** » Thu Oct 21, 2021 12:17 am

> **malcontent wrote:**
>
> You are confusing two games:
>
> Dam Busters, The
>
>

That's the one I was thinking of. I didn't know there was another one. Sorry Mr Msk ! That one does look like crap even for the early 80's.

mistermsk
Bruce Lee

Posts: 7535
Joined: Mon Jun 29, 2009 4:03 pm
Location: Baltimore,MD USA
Favorite Games: Ultima][, Wasteland

by **mistermsk** » Thu Oct 21, 2021 12:28 pm

> **NM156 wrote:**
>
> That's the one I was thinking of. I didn't know there was another one. Sorry Mr Msk ! That one does look like crap even for the early 80's.

All good. I got to say sorry to you, too. I was today, technically yesterday, years old when I found out there was another Dam Busters. When people told me they used to play that game, I always thought they were talking about the one I referenced. Not just on this forum but back in the day. 😔

ice8629
Bionic Granny

Posts: 4
Joined: Fri Oct 22, 2021 6:10 pm

by **ice8629** » Fri Oct 22, 2021 6:31 pm

Wosrt game/ ever?! Lol, sounds like a job for Zeus.

You chaps/lasses should check out the '**Shit Game Time**' series on the youtuber channel zeusdaz, he specialises in god awful games for this and many other machines, but the cool thing he does is call out the programmers of these awful games and really sticks it to them which us kids back in the day were not able to, he's kind of a judge handing down the middle fingers to those programmers and

publishers for the way they screwed many kids out of their money for these games,...the type of judge we needed back in the day, and after shitrating the games he then proceeds to flush them down the toilet,...somewhat quite satisfying

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Yie Ar Kung-Fu 2, piss-poor sequel to a classic.

Moderator: Lemoners

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ZEUSDAZ
Mikie

Posts: 425
Joined: Sat Nov 15, 2014 5:12 pm

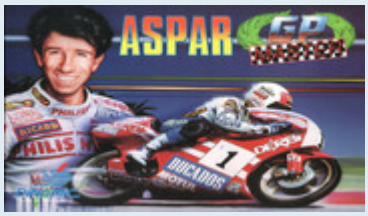
Yie Ar Kung-Fu 2, piss-poor sequel to a classic.

by **ZEUSDAZ** » Fri May 06, 2022 4:54 pm

Such a great prequel, not such a good sequel 😕
Finally It's made It's way into the vault of shitness thanks to Requester and youtuber "Nelli", enjoy the review! 👍

Yie Ar Kung-Fu 2 "Shit Game Time" Review:
https://www.youtube.com/watch?v=ehED5UEb-l8

This past Tuesday's edition of Shit Game Time, Aspar GP Master (C64): https://www.youtube.com/watch?v=yBNyN-4pJCE



wec
Rick Dangerous

Posts: 2370
Joined: Sat Nov 13, 2004 12:20 pm
Age: 53

by **wec** » Sun May 08, 2022 11:04 am

Yup!

GREEN_BERT
Mikie

Posts: 440
Joined: Thu Dec 11, 2008 10:37 pm
Location: West Yorks. UK
Age: 51

by **GREEN_BERT** » Sun May 08, 2022 2:39 pm

Shao-Lin's Road is a much better game and also it was advertised as the follow-up to Yie Ar Kung Fu.
I think that YAKF II was only made for Home Computers and not an Arcade conversion.

>
"The wrong words make you listen, in this criminal world".

Zub
Jack The Nipper

Posts: 651

by **Zub** » Mon May 09, 2022 7:49 am

> **GREEN_BERT wrote:**
>
> **Shao-Lin's Road** is a much better game and also it was advertised as the follow-up to Yie Ar Kung Fu.
> I think that YAKF II was only made for Home Computers a
> an Arcade conversion.

Joined: Wed Jan 29, 2003 12:00 pm
Location: Pamplona (Spain)

But Shao-Lin's Road is an arcade port on its own. I think it sucks big time in C64 anyway 😀

GREEN_BERT
Mikie

Posts: 440
Joined: Thu Dec 11, 2008 10:37 pm
Location: West Yorks. UK
Age: 51

by **GREEN_BERT** » Mon May 09, 2022 5:47 pm

> **Zub wrote:**
>
> > **GREEN_BERT wrote:**
> >
> > **Shao-Lin's Road** is a much better game and also it was advertised as the follow-up to Yie Ar Kung Fu.
> > I think that YAKF II was only made for Home Computers and not an Arcade conversion.
>
> But Shao-Lin's Road is an arcade port on its own. I think it sucks big time in C64 anyway 😀

Shao Lin's Road *"The Smash Hit Follow Up to Yie Ar King Fu"*

The whole saga is inconsistent really.
Yie Ar Kung Fu has the main character as OOLONG.
Shao Lin's Road has the main character as LEE.
Yie Ar King Fu II has the main character as LEE's son - LEE YOUNG!

>
"The wrong words make you listen, in this criminal world".

merman
Lemon64 Game Champion

Posts: 8377
Joined: Wed Jan 29, 2003 3:12 pm
Location: Skegness, UK Fave game: The Sentinel
Age: 48
Contact:

by **merman** » Tue May 10, 2022 1:25 pm

They marketed Shao-Lin's Road as a follow-up to Yie Ar Kung Fu in Europe - but it is NOT a direct follow-up/sequel, it was simply the next fighting game Konami released.

https://www.c64books.co.uk - new books for the C64 releasing in 2021/2022!

merman1974 on Twitter, Steam, Xbox Live and Wii U

by **Kusarigama** » Wed May 18, 2022 1:55 pm

There are actually people who like Yie Ar Kung Fu II. I fail to understand why but we all are different, aren't we?

Kusarigama
Lemon64 Donator!

Posts: 4346
Joined: Thu Aug 28, 2003 9:36 am
Location: Italy, Orte
Age: 54

smf
Jack The Nipper

Posts: 736
Joined: Fri Oct 14, 2011 9:42 am

by **smf** » Thu May 19, 2022 2:17 pm

> **Kusarigama wrote:**
>
> There are actually people who like Yie Ar Kung Fu II. I fail to understand why but we all are different, aren't we?

Because https://www.youtube.com/watch?v=NBjopNG_bHU

KrazyKanuck
Joe Blade

Posts: 212
Joined: Sun May 04, 2014 1:42 am
Location: Newfoundland, Canada
Age: 48

by **KrazyKanuck** » Fri May 20, 2022 7:59 pm

> **Kusarigama wrote:**
>
> There are actually people who like Yie Ar Kung Fu II. I fail to understand why but we all are different, aren't we?

I love the music (in fact I prefer it to the original since unlike the first game, the music in this is 100% original and isn't a cover) but other than that, the game sucks a big one.

ideological groupthink is cancer, no matter what form it comes in. That's why individualism is the only ism worth embracing

Neo-Rio
Rick Dangerous

Posts: 1734
Joined: Tue Oct 21, 2003 4:03 am

by **Neo-Rio** » Sat May 21, 2022 12:12 am

> **KrazyKanuck wrote:**
>
> I love the music (in fact I prefer it to the original since unlike the first game, the music in this is 100% original and isn't a cover) but other than that, the game sucks a big one.

The music in the high score entry is a cover of Yellow Magic Orchestra's "Firecracker " though

Luc777
Joe Blade

Posts: 180
Joined: Mon Mar 12, 2018 7:35 pm
Location: Belgium

by **Luc777** » Sat May 21, 2022 6:08 am

> **Kusarigama wrote:**
>
> There are actually people who like Yie Ar Kung Fu II. I fail to understand why but we all are different, aren't we?

That's basic common sense, indeed. However this guy doesn't care much about games or gameplay, he is just trying to make a career out of using his fetishist words like crap, crud, shit, piss etc...
Bit like a compulsive disorder I guess, don't pay too much attention to him.

ice8629

by **ice8629** » Sun May 22, 2022 11:44 pm

> **Luc777 wrote:**
>
> > **Kusarigama wrote:**
> >
> > There are actually people who like Yie Ar Kung Fu II. I fail to understand why but we all are different, aren't we?
>
> That's basic common sense, indeed. However this guy doesn't care much about games or gameplay, he is just trying to make a career out of using his fetishist words like crap, crud, shit, piss etc...
> Bit like a compulsive disorder I guess, don't pay too much attention to him.

Speak for yourself, there's actually many of us that enjoy the Shit Game Time series, at least he tells it like it is unlike portraying a character and just ranting, there are a few exceptions I personally disagree with of the SGT games he reviews but most of them are spot on, crud games sold at high prices to gullable kids, It's a very popular series, many request games on it (even a couple of programmers asked him to SGT review their games, Death Mask on Amiga comes to mind) and he makes money from it so good for him is what I say.

So enclosing, do tune into his channel Mr. Kusarigama and pay no attention to this guy telling you not to pay attention, make your own opinion and mind up, and if you don't like the shit game time series than you can always check out his let's plays and let's longpla videos, these are great to learn how to complete a game wi cheating.

Tyrant
William Wobbler

Posts: 105
Joined: Wed May 31, 2006 9:45 am
Location: Milan, Italy
Age: 49

by **Tyrant** » Sat May 28, 2022 8:27 am

> **Luc777 wrote:**
>
> > **Kusarigama wrote:**
> >
> > There are actually people who like Yie Ar Kung Fu II. I fail to understand why but we all are different, aren't we?
>
> That's basic common sense, indeed. However this guy doesn't care much about games or gameplay, he is just trying to make a career out of using his fetishist words like crap, crud, shit, piss etc...
> Bit like a compulsive disorder I guess, don't pay too much attention to him.

This only makes sense if you were a member of US Gold's board of directors back in the day

LizardSnake
Bionic Granny

Posts: 22
Joined: Thu Feb 14, 2008 1:17 pm
Location: Stockholm, Sweden
Age: 46
Contact:

by **LizardSnake** » Sun Aug 07, 2022 7:34 pm

> **Kusarigama wrote:**
>
> There are actually people who like Yie Ar Kung Fu II. I fail to understand why but we all are different, aren't we?

Nostalgia. Also the music by Galway.
This was the first game that I loaded up on my C64, so it's kind of special because of this. I still have that original tape too.

It's not the worst game I've ever played, but it's not great either.

ricky006
Rick Dangerous

Posts: 1906
Joined: Mon May 18, 2009 7:22 pm

by **ricky006** » Sun Aug 07, 2022 10:50 pm

Matt Gray's Remake tune is epic

https://soundcloud.com/mattgrayc64/yie- ... -matt-gray

Location: MANCHESTER UK ENGLAND
Age: 51

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Cheat Help Please for a few PC Engine CD-Rom Games

Author | **Message**

ice8629
Visitor

Joined: 13 Nov 2022
Posts: 3

Posted: Mon Nov 14, 2022 12:05 am Post subject: Cheat Help Please for a few PC Engine CD-Rom Games quote

Hello to everyone, I'm very new here but thought this would be the best place to ask for help.

I am playing several great shmup games on the PC Engine CD-Rom emulator (TurboEngine16) and I would very much like to play these all the way through but I just do not have the time to practice practice practice what with juggling home and work life along with being a youtube retro gamer content creator (Zeusdaz), I just want to play these all the way through on an evening off with a pint of Guiness at my side

Can anyone help with with immunity on the following games, there doesn't seem to be any controller cheat input for doing it so are there any immunity cheats/codes for the below games and if so guide me how to impliment them into the emulator, I noticed there is a "CHEAT" option in the drop-down menu in the emulator but I do not know how to use it and I guess I need codes for the below games to be put in there for them to work?!, the brill "Game Genie Guy" device works great for PC Engine Hue card codes but doesn't seem to work in the same way for PC Engine CD-Rom games, I would be eternally grateful for your help and guidence as I'm very new to this emulator, the games are:

DOWNLOAD 2
GATE OF THUNDER
METAMOR JUPITER
RAYXANBER II
RAYXANBER III (I have an input by controller invincy cheat but the effect is I MUST have a super fast ship as a side effect which I do not want).

There are a few codes on GameHacking.org but I have no idea how to impliment or convert them.

I have given up with the Facebook PC Engine sites as there are too many rude trollie people on it asking me such things like why do I want them, or why don't you just watch youtube videos, I shouldn't have to explain why I want them, I just want to play them all the way through regardless of cheating, that's all I want to do.

Please help, thank you all in advance!

Zeus

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GameMasterZer0
Elder

Joined: 11 Dec 2013
Posts: 302

Posted: Mon Nov 14, 2022 5:08 pm Post subject: quote

I haven't made codes for Metamor Jupiter nor Rayxanber III, as of yet...

Download II (CD)(Jpn)

Code:

```
{ +, 1, 0, 1, 0xF83715,22, 22, "Invincible" }
{ +, 1, 0, 1, 0xF82059, 5, "Unlimited Lives" }
{ +, 1, 0, 1, 0xF8205D, 5, "Unlimited Shield" }
{ +, 1, 0, 1, 0xF8205B, 3, "Have Max Weapon Upgrades" }
```

Gate of Thunder (SCD)(Jpn)

Code:

```
{ +, 1, 0, 1, 0xF82681, 4, "Invincible" }
{ +, 1, 0, 1, 0xF82686, 1, "Have S Green Shot" }
{ +, 1, 0, 1, 0xF82687, 1, "Have E Red Shot" }
```

Rayxanber II (CD)(Jpn)

Code:

```
{ +, 1, 0, 1, 0xF8200B, 2, "Unlimited Lives" }
{ +, 1, 0, 1, 0xF8285A, 21, "Invincible Pt1" }
{ +, 1, 0, 1, 0xF8285E, 2, "Invincible Pt2" }
```

My Turbo GrafX-16/ PC-Engine Code Database Click HERE
My Turbo GrafX-CD/ PC-Engine CD Code Database Click HERE

Last edited by GameMasterZer0 on Mon Nov 14, 2022 5:38 pm; edited 5 times in total

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ice8629
Visitor

Joined: 13 Nov 2022
Posts: 3

Posted: Mon Nov 14, 2022 5:10 pm Post subject:

quote

GameMasterZer0 wrote:

Rayxanber II (CD)(Jpn)

Code:

```
{ +, 1, 0, 1, 0xF8200B, 2, "Unlimited Lives" }
{ +, 1, 0, 1, 0xF8285A, 21, "Invincible Pt1" }
{ +, 1, 0, 1, 0xF8285E, 2, "Invincible Pt2" }
```

Hi, do these work in the emulator TurboEngine16, if so how do I enter them?

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GameMasterZer0
Elder

Joined: 11 Dec 2013
Posts: 302

Posted: Mon Nov 14, 2022 5:15 pm Post subject:

quote

ice8629 wrote:

GameMasterZer0 wrote:

Rayxanber II (CD)(Jpn)

Code:

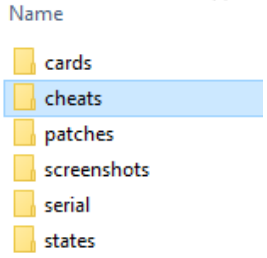
```
{ +, 1, 0, 1, 0xF8200B, 2, "Unlimited Lives" }
{ +, 1, 0, 1, 0xF8285A, 21, "Invincible Pt1" }
{ +, 1, 0, 1, 0xF8285E, 2, "Invincible Pt2" }
```

Hi, do these work in the emulator TurboEngine16, if so how do I enter them?

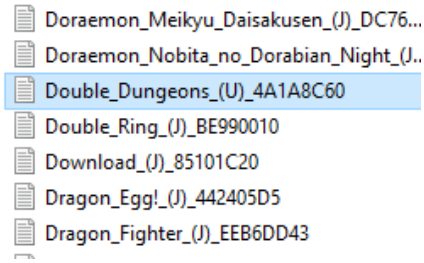
GameMasterZer0 wrote:

Here is the easiest way to update your current codes. I find this way some much more easier then going into the program and adding each code manually. It's very time efficient, but this method works only if the codes are posted in correct MagicEngineformat.

Open your Magic Engine Folder, and open the cheat folder



Select the game's cheat file you want to edit, for example I will edit Douible Dungeons



I will open the file and only see I have cheats for only Player 1 and new cheats for Player 2 were recently posted.
Click HERE for Player 2 cheats

Double_Dungeons_(U)_4A1A8C60 - Notepad

File Edit Format View Help

```
{ -, 1, 0, 1, 0xF82364, 0, "Free Inn Visits" }
{ +, 1, 0, 1, 0xF82313, 255, "P1 Unlimited Gold Pt1" }
{ +, 1, 0, 1, 0xF82314, 255, "P1 Unlimited Gold Pt2" }
{ -, 1, 0, 1, 0xF82315, 255, "P1 Max Level Up Pt1" }
{ -, 1, 0, 1, 0xF82316, 255, "P1 Max Level Up Pt2" }
{ -, 1, 0, 1, 0xF82309, 15, "P1 Current HP Pt1" }
{ -, 1, 0, 1, 0xF8230A, 39, "P1 Current Pt2" }
{ -, 1, 0, 1, 0xF8230B, 15, "P1 Max HP Pt1" }
{ -, 1, 0, 1, 0xF8230C, 399, "P1 Max HP Pt1" }
{ -, 1, 0, 1, 0xF8231B, 0, "P1 Have Weapon Mod" }
{ -, 1, 0, 1, 0xF82323, 1, "P1 Item Enabler" }
{ -, 1, 0, 1, 0xF8231E, 0, "P1 Item 01 Mod" }
{ -, 1, 0, 1, 0xF8231F, 0, "P1 Item 02 Mod" }
{ -, 1, 0, 1, 0xF82320, 0, "P1 Item 03 Mod" }
{ -, 1, 0, 1, 0xF82321, 0, "P1 Item 04 Mod" }
{ -, 1, 0, 1, 0xF82322, 0, "P1 Item 05 Mod" }
```

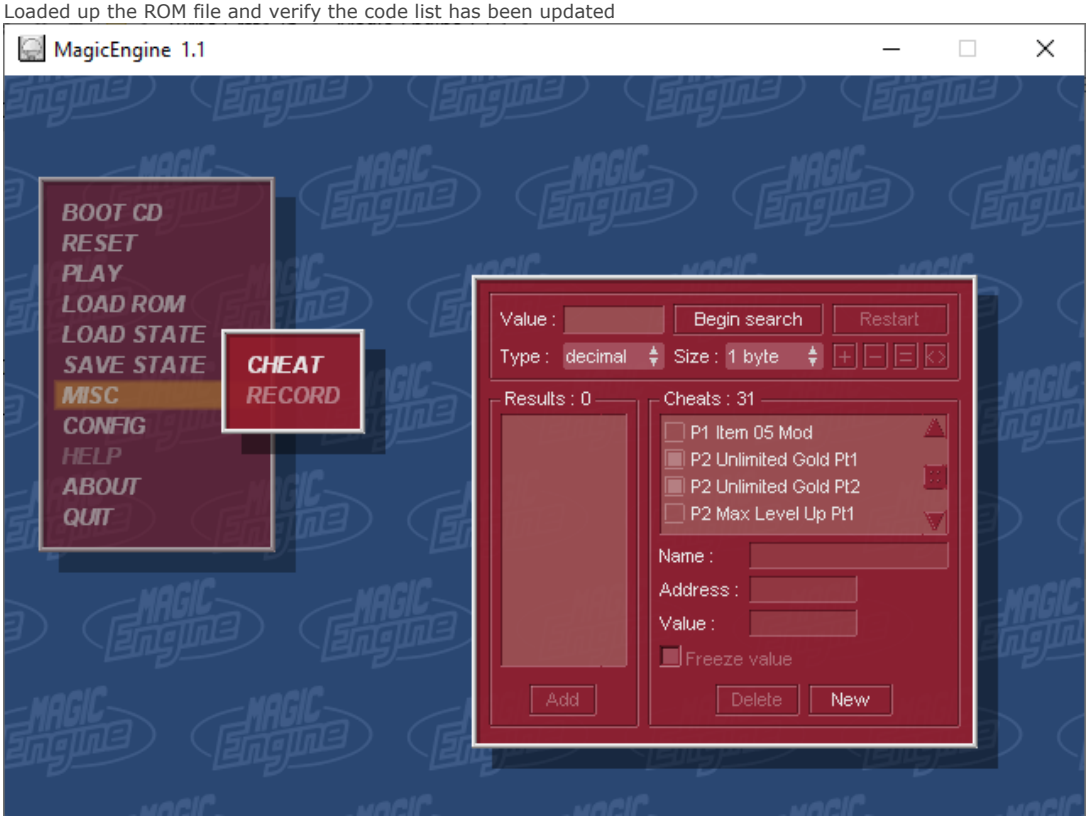
I pasted in the codes for Player 2 in the correct MagicEngine format and will save the file

*Double_Dungeons_(U)_4A1A8C60 - Notepad

File Edit Format View Help

```
{ -, 1, 0, 1, 0xF82364, 0, "Free Inn Visits" }
{ +, 1, 0, 1, 0xF82313, 255, "P1 Unlimited Gold Pt1" }
{ +, 1, 0, 1, 0xF82314, 255, "P1 Unlimited Gold Pt2" }
{ -, 1, 0, 1, 0xF82315, 255, "P1 Max Level Up Pt1" }
{ -, 1, 0, 1, 0xF82316, 255, "P1 Max Level Up Pt2" }
{ -, 1, 0, 1, 0xF82309, 15, "P1 Current HP Pt1" }
{ -, 1, 0, 1, 0xF8230A, 39, "P1 Current Pt2" }
{ -, 1, 0, 1, 0xF8230B, 15, "P1 Max HP Pt1" }
{ -, 1, 0, 1, 0xF8230C, 399, "P1 Max HP Pt1" }
{ -, 1, 0, 1, 0xF8231B, 0, "P1 Have Weapon Mod" }
{ -, 1, 0, 1, 0xF82323, 1, "P1 Item Enabler" }
{ -, 1, 0, 1, 0xF8231E, 0, "P1 Item 01 Mod" }
{ -, 1, 0, 1, 0xF8231F, 0, "P1 Item 02 Mod" }
{ -, 1, 0, 1, 0xF82320, 0, "P1 Item 03 Mod" }
{ -, 1, 0, 1, 0xF82321, 0, "P1 Item 04 Mod" }
{ -, 1, 0, 1, 0xF82322, 0, "P1 Item 05 Mod" }
{ +, 1, 0, 1, 0xF82413, 255, "P2 Unlimited Gold Pt1" }
{ +, 1, 0, 1, 0xF82414, 255, "P2 Unlimited Gold Pt2" }
{ -, 1, 0, 1, 0xF82415, 255, "P2 Max Level Up Pt1" }
{ -, 1, 0, 1, 0xF82416, 255, "P2 Max Level Up Pt1" }
{ -, 1, 0, 1, 0xF82409, 15, "P2 Current HP Pt1" }
{ -, 1, 0, 1, 0xF8240A, 39, "P2 Current Pt2" }
{ -, 1, 0, 1, 0xF8240B, 15, "P2 Max HP Pt1" }
{ -, 1, 0, 1, 0xF8240C, 39, "P2 Max HP Pt2" }
{ -, 1, 0, 1, 0xF8241B, 0, "P2 Have Weapon Mod" }
{ -, 1, 0, 1, 0xF82423, 1, "P2 Item Enabler" }
{ -, 1, 0, 1, 0xF8241E, 0, "P2 Item 01 Mod" }
{ -, 1, 0, 1, 0xF8241F, 0, "P2 Item 02 Mod" }
{ -, 1, 0, 1, 0xF82420, 0, "P2 Item 03 Mod" }
{ -, 1, 0, 1, 0xF82421, 0, "P2 Item 04 Mod" }
{ -, 1, 0, 1, 0xF82422, 0, "P2 Item 05 Mod" }
```

Loaded up the ROM file and verify the code list has been updated



My Turbo GrafX-16/ PC-Engine Code Database Click HERE
My Turbo GrafX-CD/ PC-Engine CD Code Database Click HERE

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GameMasterZer0
Elder

Joined: 11 Dec 2013
Posts: 302

Posted: Mon Nov 14, 2022 5:27 pm Post subject: quote

ice8629 wrote:

GameMasterZer0 wrote:

Rayxanber II (CD)(Jpn)

Code:

```
{ +, 1, 0, 1, 0xF8200B, 2, "Unlimited Lives" }
{ +, 1, 0, 1, 0xF8285A, 21, "Invincible Pt1" }
{ +, 1, 0, 1, 0xF8285E, 2, "Invincible Pt2" }
```

Hi, do these work in the emulator TurboEngine16, if so how do I enter them?

Start your CD game and add a cheat, for a file to create, in the cheat directory, 99% of the CD games use their serials their labels, you want to look for
DWCD1001 Rayxanber II (CD)(Jpn)

Close the emulator and modify the notepad document and reload the emulator to see the cheats updated

_____
My Turbo GrafX-16/ PC-Engine Code Database Click HERE
My Turbo GrafX-CD/ PC-Engine CD Code Database Click HERE

Back to top profile pm www

ice8629
Visitor

Joined: 13 Nov 2022
Posts: 3

Posted: Mon Nov 14, 2022 8:45 pm Post subject: quote

GameMasterZer0 wrote:

ice8629 wrote:

GameMasterZer0 wrote:

Rayxanber II (CD)(Jpn)

Code:

```
{ +, 1, 0, 1, 0xF8200B, 2, "Unlimited Lives" }
{ +, 1, 0, 1, 0xF8285A, 21, "Invincible Pt1" }
{ +, 1, 0, 1, 0xF8285E, 2, "Invincible Pt2" }
```

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DWCD1001 Rayxanber II (CD)(Jpn)

Close the emulator and modify the notepad document and reload the emulator to see the cheats updated

Sorry for sounding like a dumba*se but as you can imagine if using a PC Engine emlator for the first time and then seeing these posts they are frightening, it looks way to compli for me, so for starters I have to install MagicEngine for this cheat to work? it will not work on TurboEngine emu?!

There is no way codes for these games can be used on Game Genie Guy like It's Hue card games?!

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